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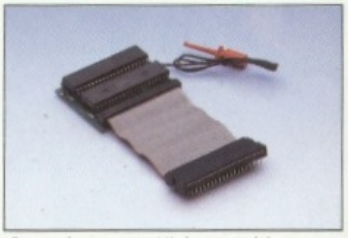
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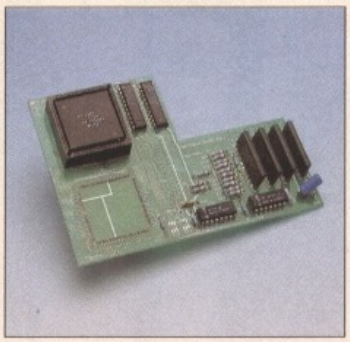
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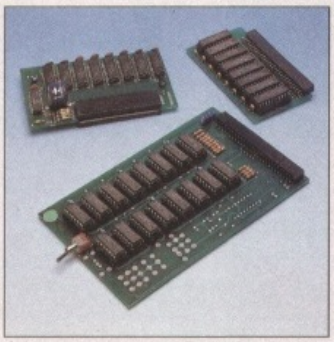
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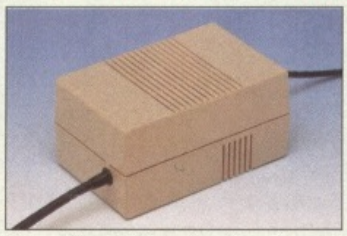
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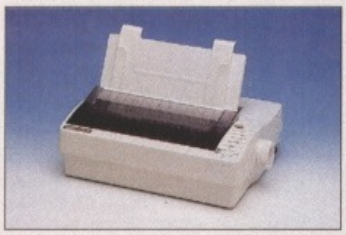
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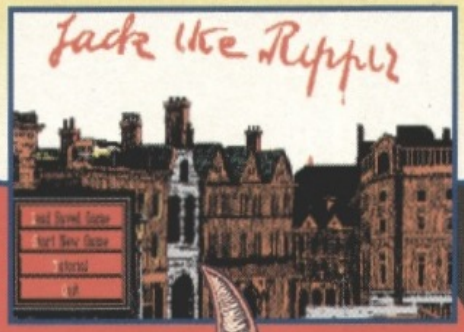
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ISSUE 12
DECEMBER 1993

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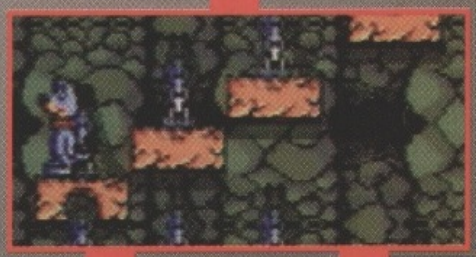
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SEEING IS BELIEVING!

What a month we've just had! After taking in the sights of the ECTS (see elsewhere on this page), our senses were sent on a rollercoaster ride after sampling the imagery on *Rise of the Robots*. Then there were the fleeting glimpses of great things to come on the A1200 and CD32.

As long as the exposure of these machines is as great as Nintendo and Sega then the Japanese giants will be facing a new contender in the opposite corner.

As the nights grow longer and darkness hits us all the more sooner, it's good to see a whole load of new games to keep you busy. This issue alone features plenty of new full price releases, from Millennium's *Brutal Sports Football*, Gremlin's *Premier Manager II* and Flair's *Oscar*, which is being billed as a Sonic/Mario beater.

Just to prove that we do more than sit around and sun ourselves on the South Devon coast, we've supplied solutions to the two problem levels of *Flashback*, namely level two and the final stage, as well as the first batch of *Hired Guns* tips. It took many nights compiling that lot but I'm sure that you'll agree it was well worth it!

After the success of our last magazine challenge, we've decided to run another one, only on *Goal!* this time. If you reckon you're a real hot shot then send your best goals, saved on disk, to us — those that we deem the best will earn their place in our competition, alongside the bods here at AMIGA FORCE. But be warned — few lunchtimes pass by without the obligatory game of Dino Dini's classic!

Enjoy this issue — don't forget to let us know what you think when sending in those golden goals!

ECTS EXTRAVAGANZA

The trade gathered for their annual get-together at the Business Design Centre in London to display their wares and hype their forthcoming games at the beginning of September. Never one to turn down a cheap bar meal, Ian 'Freebie' Osborne made tracks to the big city to report on the comings and goings in the Amiga scene...

KRISALIS

Plenty was happening at the Krisalis stand. They were touting *Manchester United-Premier League Champions*, which comes complete with several new features and tactics. The major new improvement is 'Tactigrid'™, allowing you to give special instructions to particular players. You'll now be able to send the Gary Pallistars of this world up the field for both corners and free-kicks, just as Alex Ferguson would.

Winter releases for the A1200 and CD32 versions of *Sabre Team* are planned, while the two high-spec machines will also enjoy their very own *Soccer Kid* in early 1994. The 500/600 version received an excellent review in issue 11, so great things are expected!

GREMLIN

K240, previewed last issue, looks to be released in time for Christmas, although there wasn't much more information at the show. Also due out in December is *Kit Vicious*. Check out the previews section for details on Gremlin's forthcoming *Zool* sequel. We also took another look at *Legend Of Sorasil*, the latest Hero Quest adventure, and it looks just as good as when previewed a few issues back. A review is on the cards for our Christmas issue so keep your eyes peeled!



PSYGNOSIS

One of the strangest games found at the show was *Microcosm* from Psygnosis, which was featured a while ago. Set for an appearance on the CD32, this sees you travelling through six areas of the human body, all to the beat of a Rick Wakeman composed soundtrack. It's the first Psygnosis game to incorporate fractal engine technology — to you and me, that means bloody amazing 3D imagery!

Also on the cards is *Second Samurai* (the sequel to *First Samurai* of all things), *Superhero* (this allows you to design your own superhero before taking them into the city streets to battle it out with evil-doers) and the motorcycle race game, *Prime Mover*.

OCEAN SOF

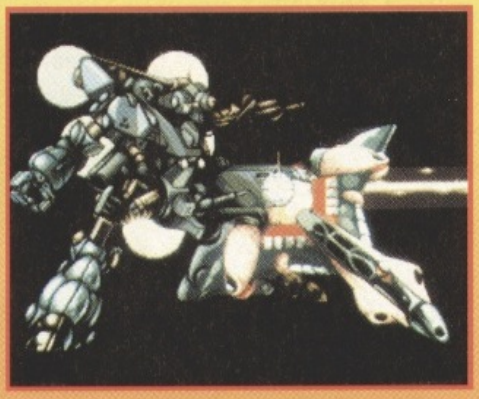
With an ever-growing commitment to the Amiga 1200 and sustained interest in the 500/600, there was certainly a great deal of activity centred on the Ocean stand.

Ocean's return to the world of flight-sims was evident in the form of *TFX (Tactical Fighter Experiment)*, previewed a while ago. Featuring about 200 multiple-objective missions described by Ocean as 'Real World scenarios, reflecting the current political climate', *TFX* makes full use of the CD32 and Amiga 1200 with its 3D play environments and intricate flight-modelling techniques. In true war combat mould, there are eight theatres of operation and, supposedly,











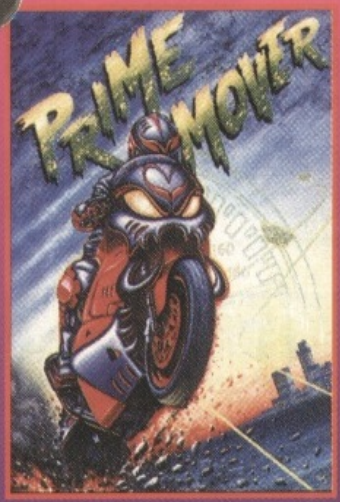
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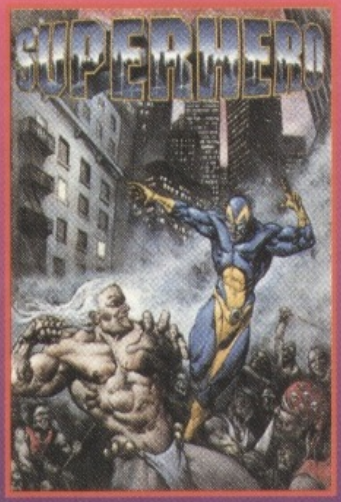
Braybrook's back with *Uridium 2*, the sequel to his ground-breaking C64 classic. Any shoot-'em-up has to be exceptional these days to get any kind of recognition — we're certainly expecting to see one of the finest blasters yet. An A500/600 version will be available along with an enhanced A1200 version.

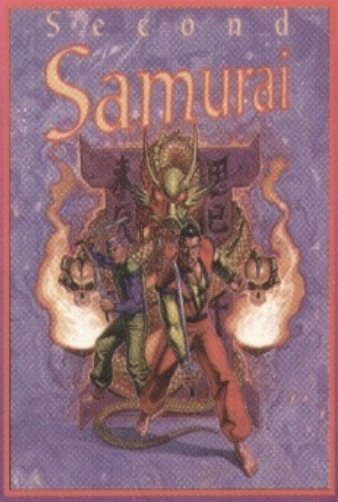
One of the most eagerly anticipated games from our point of view is *Sensible World Of Soccer*. In this, you take on the role of team manager, player or player-manager, and it looks like every feature, permutation and possible action has been catered for. Roll on 1994!

Another boost for the CD32 came in the form of its very own version of *Sensible Soccer*. All of the features of the 92/93 version are included along with an option to play through all six of the European World Cup qualifiers.

With a price of £29.99, *Sensible Soccer* should be an essential purchase for any self-respecting Amiga CD32 owner. There's nothing more satisfying than winning the Sensible League!









TWARE

unique enemy combat intelligence. *TFX* is pencilled in for release very soon — time will tell if it's an improvement over *F-29*.

Ocean move into the realms of outer space for their big 1994 release, *Inferno*. Developed by Digital Image Design, the game comes with a graphic novel explaining the background of the entire solar system — from there, history will literally be in the making through your actions. There are seven planets, three moons and enough deep space to keep you guessing for light years. The space battles look to be ferocious — there are over 300 individually controlled craft to tackle in 3D along with a wealth of different scenarios. An A1200 release is promised for early 1994.

Inferno and *TFX* both come from Digital Image Design, who have tied up a deal with Ocean giving the Mancunian software house the rights to their next six products over the forthcoming three years. DID are responsible for *F-29* and *Epic* and are being touted as the leading light in 3D games development.





Ocean also featured *European Champions* and *Super League Manager*. *EC* is reviewed elsewhere; at time of going to press, *SLM* had been put back until the end of October. However, there is a link between the two, as, while playing the management-sim, *Super League Manager*, the game will offer random ties for you to play in *European Champions*, using the team that you put together during your trials and tribulations as a manager. There is also an option to enter a mini-league championship at the end of a season. It sounds heaven sent for us football groupies!

News! EMPIRE SOFTWARE

More warfare with heightened contemporary slant is on its way with *Campaign II*. Taking the basis of *Campaign*, this follow-up introduces historically accurate maps from conflicts over the last 50 years as well as introducing over 100 post-war vehicles from Abrams to T72s.

Another of Empire's future releases is Syd Mead's *Maelstom*, a planetary war-sim which has you fitting out your battleship and entering into intricate tactical battles in something that looks little short of being an epic game. Incorporated into the game is 'Cleular Automat' giving every character in the game an individual persona and life.

Finally, *Combat Classics II* is a compilation designed for strategy connoisseurs. Included in the package is *F19 Stealth Fighter, Pacific Islands* and *Silent Service 2.*







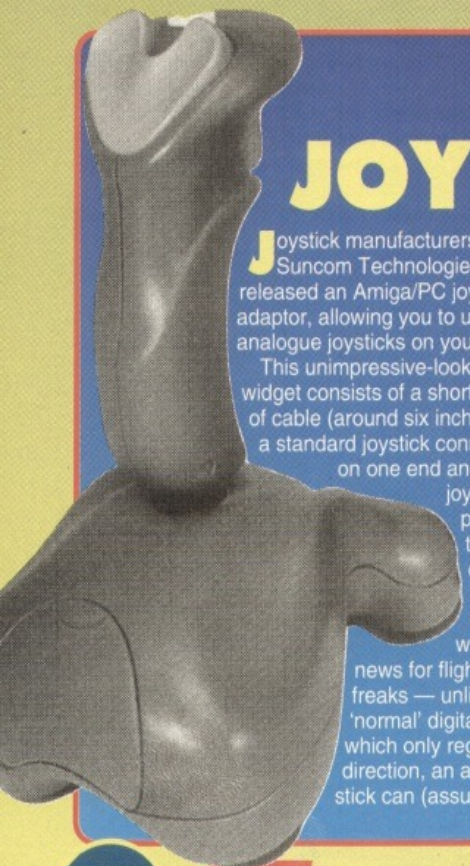
MINDSCAPE

Much is promised by Mindscape for the CD32, with *Liberation-Captive 2, Alfred Chicken, D/Generation* and *TV Sports* all coming up over the next few months. We'll keep you posted on developments.

CODIES

Codemasters recently announced the coming of *Cosmic Spacehead.* It looks to be an action packed adventure in the mad illustration style of the 1950's impression of the future. More news and a review soon!

MORE JOY OF STICKS



Joystick manufacturers, Suncom Technologies, have released an Amiga/PC joystick adaptor, allowing you to use PC analogue joysticks on your Amiga.

This unimpressive-looking widget consists of a short length of cable (around six inches) with a standard joystick connector on one end and a PC joystick port on the other. This is very welcome news for flight-sim freaks — unlike a 'normal' digital stick which only registers direction, an analogue stick can (assuming the software supports such a stick) tell the difference between light and harsh movement. Pull back gently and the nose rises slowly. Yank the stick back as far as it will go and you loop-the-loop, just like a real plane. Analogue control can be a real boon to racers too, eg. MicroProse's *Formula One GP.*

The only Amiga-specific analogue controller is (as far as we know) Konix's *Speedking* which, although a great adaptation of a highly-acclaimed joystick, is ultimately a pointless exercise. Because you need to cradle the body of the stick in your left hand, it's impossible to use one-handed, a fatal flaw for a device which will mainly be used for keyboard-heavy flight sims and the like. Many of the Suncom PC range pictured here are equipped with desk-hungry suckers, ideal for military sims.

The Amiga Analogue Adapter costs £4.99 and can be obtained from Suncom Industries, 4 Mercian Close Ind. Est, Watermoor End, Cirencester GL7 1LT. Send a SAE for details of Suncom's PC joystick range.

Top 20!

ELSPA CHARTS

PENGUIN

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Championship Manager '93 'gallups' to the top of the charts. Watch out for *Premier Manager II*, though!

1	**Championship Manager '93**	Domark
	Syndicate	Electronic Arts
3	**Project X**	Team 17
	F17 Challenge	Team 17
5	**Soccer Kid**	Krisalis
	Alien Breed: Special Edition 92	Team 17
7	**Sensible Soccer 92/93**	Renegade/Mindscape
	Gunship 2000	MicroProse
9	**Goal!**	Virgin
	Premier Manager	Gremlin
11	**Flashback**	US Gold
	World Class Cricket	Audiogenic
13	**First Division Manager**	Code Masters
	Dune 2	Virgin
15	**Dogfight**	MicroProse
	Formula One Grand Prix	MicroProse
17	**Trivial Pursuit**	Hit Squad
	Body Blows	Team 17
19	**Desert Strike**	Electronic Arts
	Man United Europe	Buzz

AMIGA 500 OWNERS POWER UP!



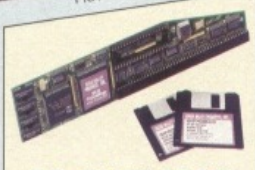
PICTURE SHOWS GVP HD8+, THE A530 FEATURES SIMILAR DESIGNER STYLING

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- Norton SI index of 15
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COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFECTA LX	COMMODORE A590 20Mb	EVESHAM REFERENCE 100
*TRANSFER RATE: Kb per second	1066	1028	564	400
GVP DESIGNER STYLING	✔	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✔	✔	-	-
SCSI INTERFACE	✔	✔	✔	✔
GVP PERFORMANCE Faaast ROM	✔	-	-	-
DEDICATED POWER SUPPLY	✔	✔	✔	-
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* Figures taken from *Amiga Computing*, October 1993

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"Without doubt the best hard drive available for the A500 ..."
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£349	INC VAT - HAR 0888	£499	INC VAT - HAR 0922

MORE SPEED

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FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC, whilst the A1200 used the slower 14.19MHz 68020EC and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
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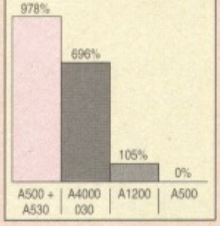
"I liked the A530 so much that I bought one" *CU-Amiga* October '92 - 97%

AMIGA GOLD SCSIMAT 94%

BLUE CHIP AWARD

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SYS INFO CPU MIPS
% SPEED DIFFERENCE TO STANDARD A500



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Just aro the Corn

Ninjas, elves, aliens and martial artists — what do they all have in common? They're coming to your Amiga real soon, that's what! From *Zool 2* to *Body Blows Galactic*, we've all the details on the games just around the corner...





ZOOL 2

Gremlin Graphics



The Ninja of the Nth dimension is back! Zool, ninjitsu expert and all-round good guy, returns in *Zool 2* with a few allies — Zooz, a female version of himself, and a dog called Zoon, who has two heads — one with a highly intelligent brain, the other with barely two brain cells to rub together!

There are nine worlds in total, comprising Swan Lake, Bulberry Hill, Tooting Common and Mount Ices amongst others. Each one has related enemies, such as sparrows and other bird-like nasties in the Swan Lake areas. Mental Block, Zool's arch-enemy (as if you didn't know), appears at the end of every level, only in different guises, so expect a fight on your hands!

Each character will have their own special moves, Zool's able to shin up walls and perform special stunts in mid-air, while Zooz has a spinning attack that allows her to break through floors.

Zool 2 is still in production — secret levels, new power-ups and special enemies are all being included before its November release. Gremlin have also announced a special A1200 version, featuring enhanced graphics and gameplay.

...nd er!



BODY BLOWS GALACTIC













Team 17

Undoubtedly one of the success stories in recent times, *Body Blows* now gets hi-tech in it's successor, *Body Blows Galactic*.

Two of the heroes — Junior and Dan — have entered an intergalactic competition to decide on the galaxy's finest fighting talent. Seven other planetary races have also been invited, with their heroes ranging from the hot-headed Flame, the enigmatic Discette, the ghoulish Phantom and even a jokeyed dinosaur — quite a bizarre sight!

There are various versions in development, with the 32bit games looking especially impressive. The backgrounds, graphics and moves have all been enhanced — when you consider how hot the original was, this promises to be positively scorching!

ELFMANIA

Renegade

Renegade are set to jump on the *SFII* bandwagon with *Elfmania*, an unusually-named beat-'em-up.

Programmed in Finland by Terramaque, this takes the genre into more mythical lands with diverse and invariably armed characters.

Great things are promised by the Terramaque/Renegade team. The game's been in development for well over a year, with a team of seven looking after the 21 megabits of graphics and 4 megabits of superb sampled sounds.

There's no doubting that it looks wonderful, even if that Sumo chap does bear an uncanny resemblance to Eddie Honda (not to mention our tips boy). Terramaque are keeping most of the other features under their hats for the time being. As soon as we've polished up our Finnish, we'll be able to bring you more news on what looks like a real contender to take the *SFII*/*Body Blows* crown.!

Failing that, we should be able to bring you a review closer to its December release.











TURRICAN III

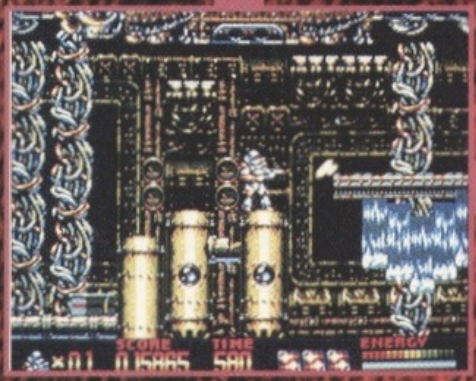
Renegade

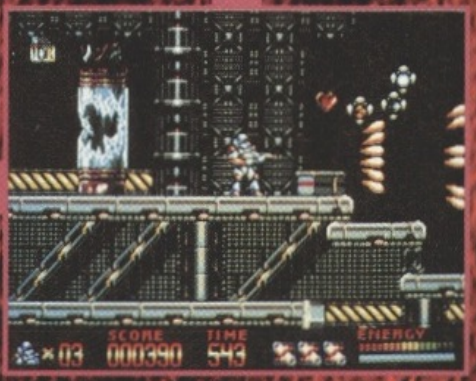
With the recent success of arcade adventures, beat-'em-ups and all manner of simulations, platform/blast-'em-ups have taken a back seat. Renegade have a wealth of the little blighters, though, with *Turrican III* leading the way.

The game follows the same style of platform/shoot-'em-up theme as the originals, with new levels, traps and beasties thrown in for good measure. In fact, it looks to be very much like the SNES version, with realtime 3D zooming and rotation along with 50 frames multiple speed scrolling. Both *Turrican 1* and *2*, available on budget, scored in excess of 85% — *Turrican III* could possibly go one step further!

If you like variety in your action games, then it may well be worth keeping an eye out for *Turrican III* — we'll let you know what we think next issue!

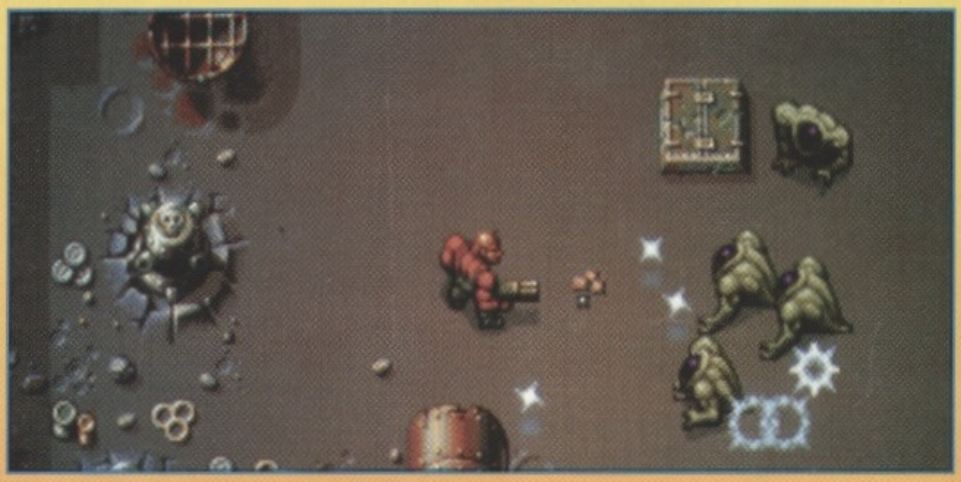






THE CHAOS ENGINE

Renegade



Fans of the hugely successful *Chaos Engine* on the Amiga 500/600 will now be able to purchase the A1200 version. The Bitmap Brothers have now put the final touches to what they promise will be a much improved gaming experience.

Set in a remote Victorian Mansion, *Chaos Engine* draws its inspiration from the worlds of Charles Babbage and H G Wells. The player leads a party of adventurers through the grounds, the woods, the outbuildings and into the mansion itself. The idea is to locate the Hall of Machines, destroy the Chaos Engine and return peace to the land. If you fail the space/time continuum will be permanently disrupted - leaving the usually gentle inhabitants of the mansion and its grounds trapped in the bodies of ravenous beasts.

Using the capabilities of the hardware, the 1200 version will feature 256 colour graphics and enhanced sound.

The game retains the two player feature. Even if there is only one human player, the computer will not only control the other character, but control him in accordance with his abilities and characteristics.

Renegade consider this to be a remarkable improvement on the original game. Judge for yourself, as the game's due to be released any time now as we go to print. Expect a full review in the next issue.









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NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
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allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**

With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**

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NEW **SET MAP -**
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- **PREFERENCES**

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Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

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including compressed/small character command.

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Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

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- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
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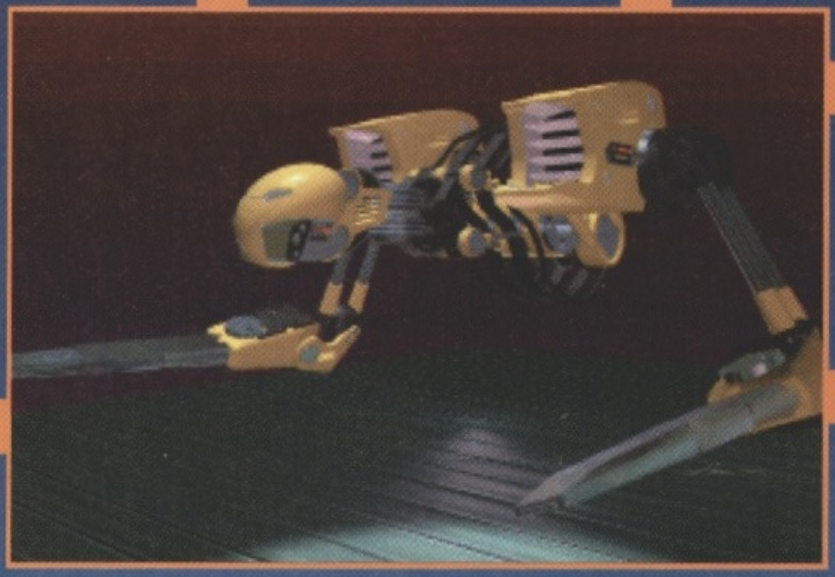
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A/F AAR IIId

RISE OF ROB

When we first caught sight of *Rise Of the Robots*, we were pretty amazed at the quality of the graphics. Surely, though, it's little more than *Streetfighter II* with beefed up graphics? Chris 'R2D2' Marke investigates...











(Right) The Supervisor has an unorthodox yet effective special move — he simply melts away! Graphically it's stunning, with faultless animation and definition.

Instinct

The whole project was undertaken by Mirage's new in-house development team, Instinct Design, with the philosophy that 'game design is the most important element of a game'. Well said — but an obvious point, surely?

Evidently not. As Instinct see it, too many games have wasted features or over-complex designs which are unnecessary and largely unused, detracting from the gameplay. With *Rise of the Robots*, they set out to produce a game in which you feel the power of every punch dished out by your responsive fighter.

The cosmetics of the game are nothing short of stunning. The animation on the intro sequences utilises new techniques and technology to deliver unprecedented scenes; 3D Visual Contouring, as it's called, allows Instinct to build all the elements of the characters as if in a photographer's studio. Lighting, textures, reflections and opacity can all be altered to add to the realism of the animation. We've seen the result, and, believe us, it really is a sight to behold! Characters melt away, the 3D images rotate and scale and the intermediate screens are the closest to a film scene that we have seen.

The Supervisor is coming...

But it isn't just an exercise in graphical capabilities. A whole world has been created for *Rise of the Robots*; the concept revolves around that of a film rather than a normal game. For example, selection of two player games is accessed by guiding the cyborg up the relevant tunnel. This has been done to a lesser extent before — *Prince Of Persia* springs to mind for level selection — yet Mirage are particularly proud of the fact that *ROR* goes one step further, claiming that it pulls you into the world.

Okay — so we've got the graphics, the intros and the concept, but what about the game itself? Instinct are still putting the finishing touches to *ROR*, but the main points have been fleshed out. As we mentioned in our mini-preview in the last issue, the storyline revolves around the 'Supervisor', a highly intelligent cyborg. When an ego-virus infects his circuits, he halts production and re-programs the security forces of Electorcorp's major manufacturing plant, Metropolis 4. The plant is still precious, though, so a cyborg was developed, using a human brain, to sort out the robots with the minimum of firepower.

You control this cyborg, battling six different robots over three or five bouts, each with increasingly more power. Viewed in a side-on perspective, you can call on various moves to use against your opponents such as low kicks, high kicks, jump kicks and so on. One of the in-game features allows you to power-up by holding the firebutton down for longer; this results in a more effective attack, yet you are also vulnerable to attack during the power-up sequence.

After you've successfully defeated an enemy robot, you manoeuvre your cyborg through the connecting tunnels, encountering a 'hover' droid along the way. You need to eliminate this droid using a variety of power moves.

The age of artificial intelligence?

As with all good beat-'em-ups, each character has a special move, from charges to slams, flips to spin kicks. The emphasis has been put on ease of use — every move is quite straightforward to manipulate, eliminating the necessity to hit three different directions to perform your special move.

THE OTS



Instinct Design

Instinct Design intend to put real design behind their games, drawing on a wealth of experience to put their philosophy into action. Headed by Sean Griffiths, erstwhile member of The Bitmap Brothers, *Rise of the Robots* is their first project for Mirage. Judging by what we've already seen, they look set to be around for some time!









WORK IN PROGRESS

These shots, although from the PC version, display just how innovative and impressive the graphics are. And if they appear this good on page, just imagine how they look when animated!

These robots are pretty stunning but the game has been improved since these first designs. From the demo that we saw the speed and movement of the characters is unparalleled by any beat-'em-up currently on the market. Seeing really is believing!





In the two-player game, you can choose from the six robots, so you need to learn the moves that each one is capable of. Another of the game's 'hidden' features involves strong and weak points on particular robots and this is very evident during these two-player-brawls. For example, a robot with a large upper body but smaller legs would pack a powerful punch yet would be particularly susceptible to hits in the legs.

State of the art graphics

A great deal of work has been put into developing 'artificial intelligence' for each of the computer-controlled robots. Their reactions to your previous attacks and position are decided by their level of intelligence and motivation. Such a feature has never really been incorporated to such an extent before; the end result will mean more challenging fights and less repetition which can't be a bad thing!

It's obvious that a tremendous amount of work has gone into producing *Rise of the Robots*. The fruits of their labours will be revealed early 1994 — so far, it looks set to herald a new standard in beat-'em-ups!

Letters!

FORCE nine mail

Another month, another letters page. The Newton Abbot postman's currently missing, presumed tired, and our store rooms are utterly bulging with readers' enquiries, words of wisdom and, of course, D-Paint art. So, if you're eager to point out spelling mistakes, wrong information or — heavens above — complement us and have a letter-based chat, don't delay, write today!

A Scottish Possum Writes...

Dear Ed
Firstly, let me apologise for what I am about to say. Secondly, let me say what it is I am apologising for. Your letters page, I'm afraid to say, is quite simply boring. In the July issue, nearly every single reader repeated the same drab message — your magazine's nice and cheap, keep the cards, stay away from the coverdisks. Marcus the Sheep provided some desperately needed wit in the form of his 'By the way, I'm a sheep' comment. Its surrealism value shone radiantly from the uninspired other letters like a shiny radiant thing. Just thought I'd tell you.

By the way, anyone who uses one of those nasal hair-trimmers, please write in to AMIGA FORCE so that all the readers can laugh at you as a collective group.

I went to cubs for two weeks as a child and I have been mentally scarred since. All this 'dib-dab-dob' stuff sounded like a subliminal message. One of the other cubs got banished to hell by a cloaked stranger who revealed himself as Goliath the Possum. Creepy.
Goliath the Possum, Scotland.

■ Wit — such a personal thing. After all, GP, some readers may find your ramblings to be amusing, others will just think that you haven't an ounce of humour in you. Me, I'm sitting on the fence, watching Marcus the Sheep no less, and scouring my 'Ha Ha Bonk' book of humour trying to see where possums fit in. Funnily enough, there was no mention of possums or your home country.

As for nasal hair-trimmers, I did catch sight of one around the SEGA FORCE MEGA offices once, but the less said about that the better. Dear old Guttersnipe would have my guts for garters should I let out his little secrets...
Chris.L

Public Backlash

Dear Ed
Is it true that every letter must start with praise to get printed? Just about every one printed mentions something about how brilliant your mag is — doesn't that go without saying?

I digress. One of my favourite sections in your esteemed mag is Going Public. I've sent off for quite a few different games and it really is quite amazing just what you can purchase. I was wondering just how you go about getting a game published in the PD sector? Can I send them to you and will you review them? Most of the ones that I've made are produced using AMOS, but most of my friends still reckon they're pretty good.

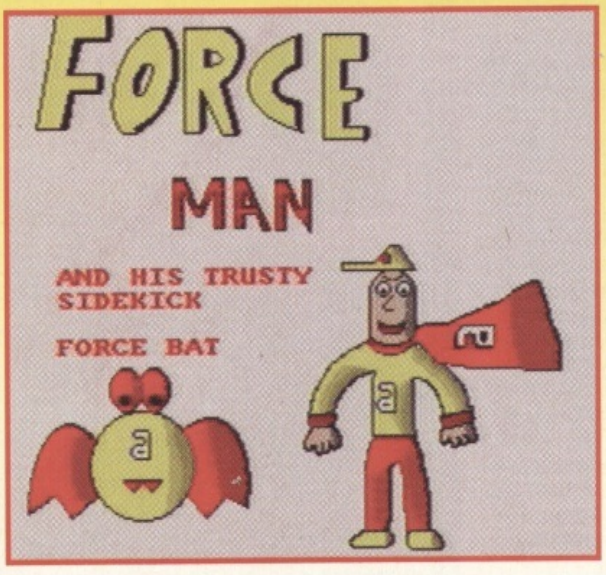
Just in case I do need to mention it, I think that your mag is great!
Jon Singleton, Watford.





I like it — a bit of surrealism to brighten up our lives. These were put together by Chris Beel — possibly a self-portrait in there, Chris?

■ The best thing to do is contact one of the PD or shareware companies; that way, your software will reach a wider audience. If you do want to send us your games then, by all means, do so — we'll pass it on for Ian 'Public Domain' Osborne to cast his beady eye over.
Chris.



I've got the Force, Man!

Meet the Force Man, created by the brilliant mind of an unknown artist. Come on now — if you can put together something on Deluxe Paint then you should be able to enclose details of your name and address! Still, this guy looks cool, if a little too close to Ian Osborne for comfort. Or may be it's the bat that reminds me of our PD man? Anyway, great effort whoever you are!

Poor Influence

Dear AMIGA FORCE

Having watched the first series of Bad Influence and GamesMaster, I was quite angry with both.

BI reviewed *Soccer Kid* — you know the little Chinese girl who always goes 'I like this game, I think it's cute' (she hasn't seen *Wax Works* yet)? Well, why couldn't she have said that about *Soccer Kid*, instead she said 'Oww! I don't like this game, I think the controls are a bit too hard and complicated'. Me and my mates know that it's going to be good, they only gave the game three stars (well, they're girls) which might put people off.

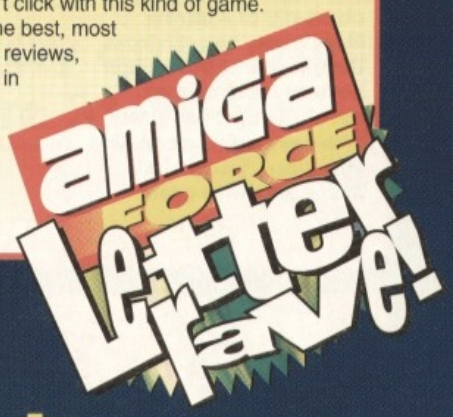
GM's just as bad — it hardly mentions the Amiga or uses Amiga games for the challenge. I think the Amiga has as much right to be on GM and BI as consoles do.

David Berry, Plumstead, London.

■ Couldn't agree more with your last point, David. The Amiga is just as widely used as the consoles and is far more capable, yet is probably considered too serious or heavy-going for the TV people. Try writing into the shows to express your concerns — if enough people contact them, they'll have to re-think their ideas, won't they?

On the review side, though, you should consider that any review is subjective; if the girl that commented on *Soccer Kid* just didn't like it, I guess she had every right to say so. I'm with you on this one too — *Soccer Kid* is a cracking game — but there will be those who just won't click with this kind of game. To get the best, most rounded reviews, just look in AMIGA FORCE every month!

Chris.



Dont' talk...

Dear AMIGA FORCE

So, the CD32's finally arrived then? So where, pray tell, is the TV advertising? Or the endless stream of promotion in a fashion not dissimilar to Sega and Nintendo's hype machine? And what about the games? Granted there are a fair few of them, but as most of them are mere updates, they're hardly going to encourage potential buyers to purchase them insteads of the more established but technically-inferior Mega CD. Ocean's *TFX* and *Inferno* look promising, as does Psygnosis' *Microcosm*, but *Zool*? That was bad enough on the standard Amiga! I'm currently an A600 owner, and spent roughly two weeks recently weighing up the pros and cons of buying an A1200 — which is, in essence, a CD32 without the CD. Then it hit me — it might not be such a wise move. The five-or-so promising releases scheduled for release may well be some of the last if the machine doesn't sell well, and without hype, how can it? Software houses like Ocean tend to be ahead of the pack when it comes to supporting new machines — they have been with the Spectrum 128, +3, Amiga 1200 etc — but they're big enough to afford to get their fingers burnt once — due to an absence of sales — but they'll soon pull out if there's not the user base.

Ahh, moan moan moan. Here's looking at you Commodore

Dan Ellis, Kings Cross

■ Yes indeed.

Chris

Syndicating Syndicate

Dear AMIGA FORCE

Firstly, I would like to say that I'm what you call a compulsive buyer of any Amiga magazine and I can safely say that yours has always been the best in my mind.

I wonder if you could answer some of my questions:

1 Will there be any extra mission disks for *Syndicate*?

2 Will there be a *Syndicate 2*?

3 I'm going to get an A1200 soon. Will there be a CD add-on to turn it into a CD32?

4 When will the excellent looking *T.F.X.* be released?

To finish with, might I say how impressed and grateful I felt when I saw how well you mapped and explained *Syndicate*. Thank you!

J Bentley, Somerset.

■ Hey, I bet you say that to all the mags (just kidding, your sentiments are much appreciated)!

1 Check out last issue's news for details on the update disk for *Syndicate*. It will feature 50 new levels along with additional weapons and other new features.

2 In time, no doubt.

3 The good news is, yes, there will be a CD 32 add-on for the A1200, as well as a keyboard upgrade for the CD 32. More news as it breaks.

4 The latest details on *T.F.X.* and Ocean's other goodies are included in this issue's news section. We've seen a running demo on video and it's absolutely mind-blowing!

Chris.

Maltese Masterpiece?

Dear AMIGA FORCE

I am writing to you to get some information. I want to make my own games, and I want to buy the shoot-'em-up construction kit. I live in Malta and I can't find this kit so I want to get the details of an English company.

Oh, congratulations on a perfect magazine!

Nathan Muscat, Malta.

■ Cheers, Nate — we do try. Regarding SEUCK, why not try one of the mail-order shops that advertise in AMIGA FORCE? Even if they don't hold it in stock, I'm sure that they would only be too happy to order one for you.

Chris.

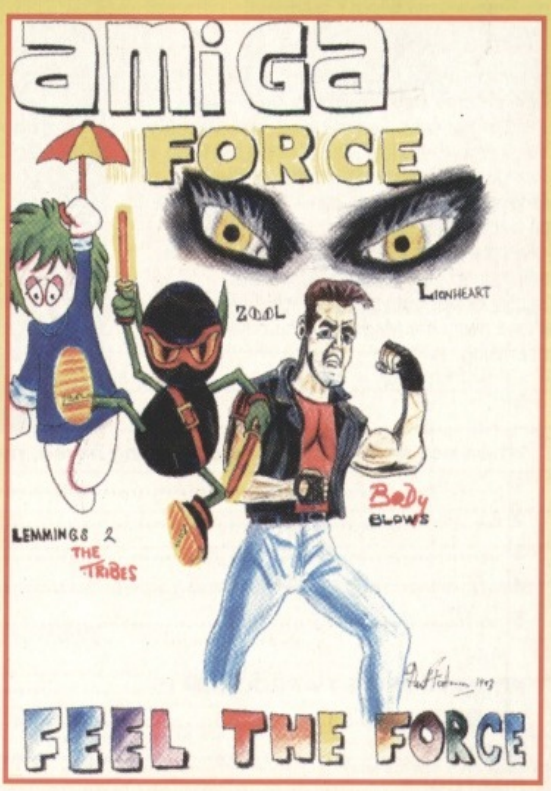
Feel the Force!

The proud artist behind Feel The Force is Paul Footman.



Hume 1 Dune 2

Peter Hume has been hard at work on his Deluxe Paint. Here's his spaced out version of *Dune II — Battle For Arakis*. By the way, if you DPainters want your disks back, please enclose a SAE.



Letters!

Dizzy!

Sonic's getting what for from a jubilant Dizzy courtesy of Andrew Middleton, age 11 from Birmingham. Study the bottom right corner carefully and you'll see two pray paint cans. Bet you didn't know that Dizzy was into graffiti did you?



The Very First Readers' Chart!

Back in Issue Nine, when we could still watch the sun set over the stretching green hills of dear old Ludlow, we asked you, the reader, to vote for your favourite games. The response was quite staggering — we've had to buy a new calculator just to figure out the results (unfortunately, we ran out of fingers and nobody dared use their feet in case the neighbours complained of the smell). To cast your vote, fill in the coupon below and send it to READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

1 Sensible Soccer
2 Lemmings 2
3 Formula One Grand Prix
4 Championship Manager '93
5 Premier Manager

Are you lot sports fanatics or what? *Sensible Soccer* came way out on top, but it was a close run thing between *Lemmings 2* and *Formula One Grand Prix*. And why is *Championship Manager '93* more popular than *Premier Manager?* Hey, you tell us — this is your chart, you decide the outcome.

And the victor in the great ice lolly debate (well, not so much a debate, more a questionnaire, but you know what we mean) is far and away the Magnum. The power of advertising, eh?

Seedy Matters

Dear Ed

I find AMIGA FORCE good and buy it regularly, but I think that you can make it excellent:

Firstly please have three pages for 90% and up, with one page of pure writing and two pages with screenshots; with 50-90% two pages and under, 50% one page.

And secondly, have more news on games coming out. Lastly say what's happening in every screenshot. I notice you leave some with no writing by it.

I'd like to ask:-

1. Where is *Frontier*?
2. Will *Frontier* be released on the CD32?
3. Can you save on the CD32. If so how?

Stuart ,Winchester.

■ Aha — constructive criticism, whatever that may mean. Wherever possible, we give a highly rated game more space, but, with so much to squeeze into every issue of AMIGA FORCE, it's not always possible. Balancing text with screenshots is a difficult matter — a page of solid text would be a bit heavy on the eyes! The same goes for captioning all screenshots — in order to get as many on page as possible, we can only annotate a few. However, comments noted.

As for your questions...

1 *Frontier* is now being released by Gametek (as opposed to Konami who instigated the product). Release is expected in time for Christmas.

2 As far as we know, there are no plans as yet to release *Frontier* on the CD32.

3 Yes you can, through a nifty battery back-up that's built into the machine.

Chris.

Blowing away the Myth

Dear AMIGA FORCE

In response to Brendon from Tipperary in issue eight, I think *Body Blows* is much better than *SF2*.

Brendon got a lot of things wrong about the game. There are an equal amount of characters in *Body Blows* and *SF2* (*Body Blows* and *Body Blows* version two).

SF2 has — E. Honda, Ken, Ryu, Guile, Blanka, Zangeif, Dhalism, and Chun-Li which you can control, and the others Balrog, Sagat, Vega and M. Bison = 12.

Body Blows (version 2) has Nick, Dan, Mario, Kossak, Dug, Junior, Ninja, Yitu, Mike and Loray which you can control; the others Max and T17 = 12.

The same amount of characters but without cheats. *Body Blows* has more people to use. In version two, you can use all ten characters in one player mode.

As for special moves (real special moves, not shoulder throws and pile-drivers), *Body Blows* has more special moves and they are far easier to perform.

As for the computer doing moves every second on *Body Blows*, this happens on *SF2* as well!

It isn't frustrating, it's fun, but you have to be good at it.

Shane Daunt, Kent.

■ No matter what's been said before, I think that this is all a matter of horses for courses. Sure, both games have their good and bad points, yet both come highly recommended. Strangely, neither figure in our readers' top five —maybe you were all too busy playing the darn things to bother to write in? Come on now, get those votes registered!

Chris.

Dizzy Too!

What better way to round up our letters page than with another of Peter Hume's DP masterpieces? A rather different version of Dizzy than Andrew Middleton's, don't you think?



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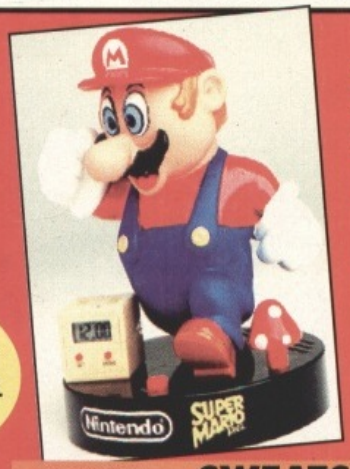
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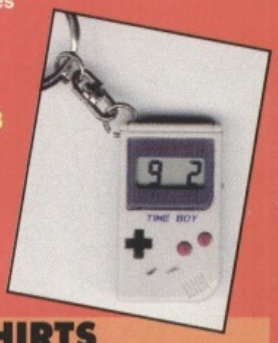


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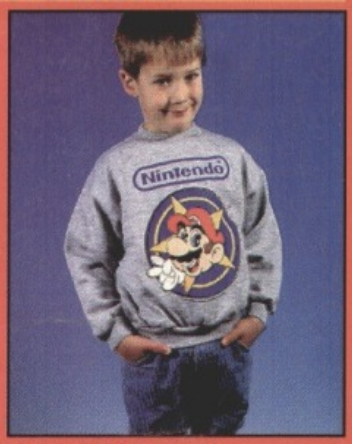
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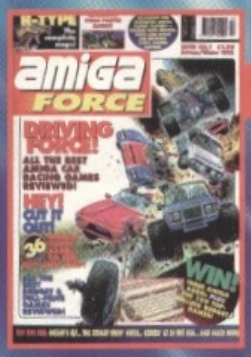
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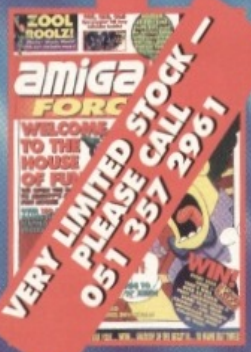
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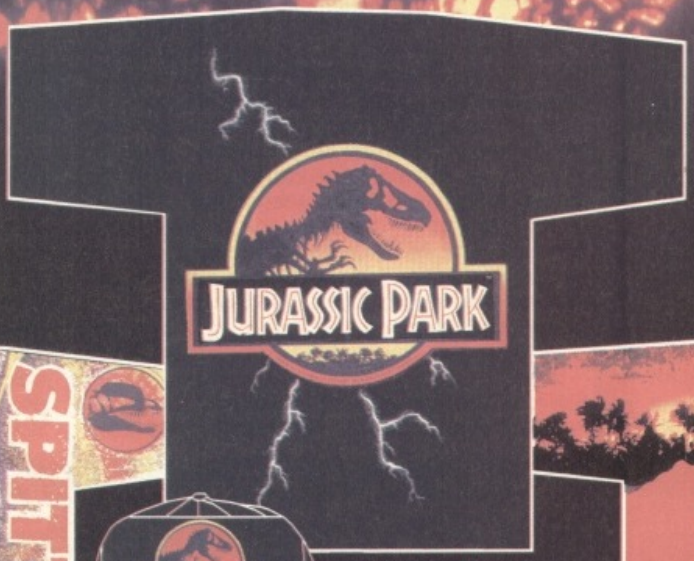
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Mississippi, 1993 — programmer, games designer and head of Intergalactic Developments Incorporated, Ezra Sidhan, beavers away on his latest game, *Jack The Ripper*. For over four years he's pursued the cold-blooded killer, not through the grimy alleyways of Victorian London but in public libraries and document files. Over a 100 years after the murders, the killer's identity is still unknown, but now the Amiga owner can follow in the footsteps of celebrated (though unsuccessful) ripper investigator Inspector Frank Abberline, and track down the Whitechapel murderer.

A Thorough Investigation...

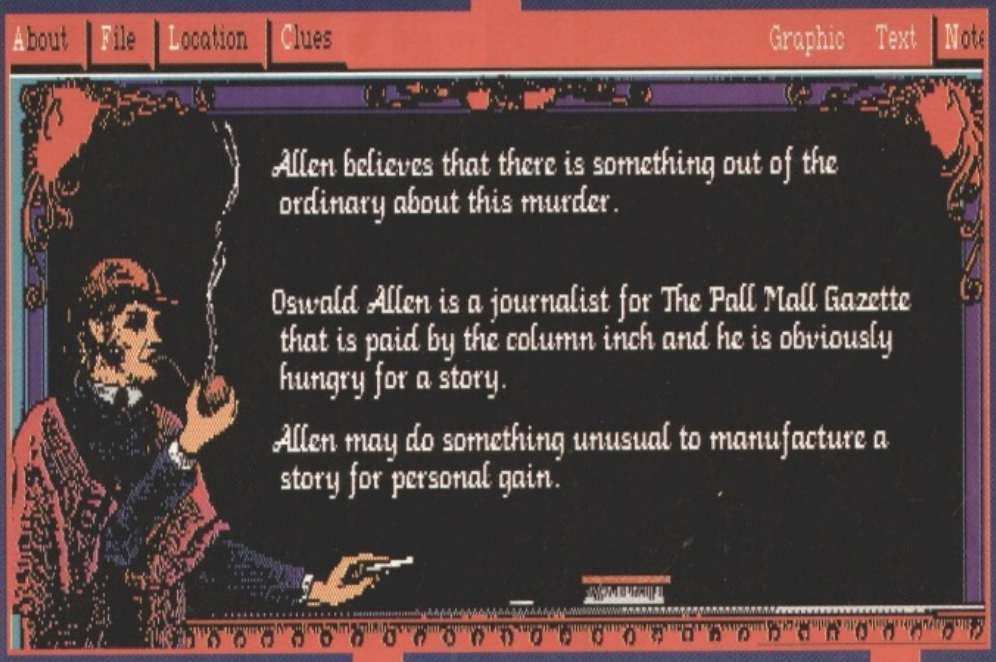
The programming team have included every relevant object, fact, person and detail uncovered in the 105 years since the murders. You get to meet Prince Albert Victor, implicated in the Ripper murders by some more fanciful commentators, including Dr. Alexander Pedachenko, the mad Russian doctor accused by some of being smuggled into Britain by the Czarist secret police to de-stabilise the capital; and chairman of the Whitechapel Vigilance Committee, George Lusk. Many 'clues' gathered during the investigations are now regarded as red herrings, but all or any of them could prove conclusive in one of the many alternative scenarios on offer. Was the owner of the 'leather apron' the killer? Did the chalked graffiti on the alley wall offer a clue? Was there ritual significance in the arrangement of the victims' intestines? Who was the man on the grassy knoll (sorry, wrong murder)? Only you can solve the crime, by examining the evidence, picking out the important facts from the plethora of information at hand and using it to arrive at a logical conclusion.

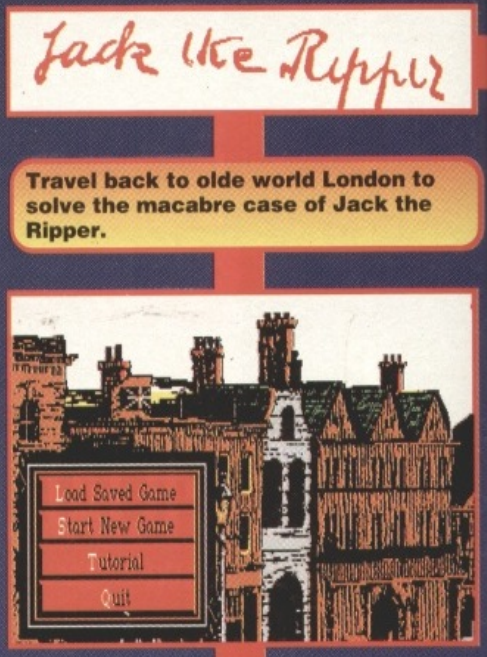
Blood Lust

Skilled pen-and-ink artists have been commissioned to draw reconstructions of the murder sites and other important London landmarks. The citizens of Whitechapel have also been so drawn, as have the various objects found along the way. Where possible, contemporary photographs of people and places have been sourced and used as inspiration for the artwork.

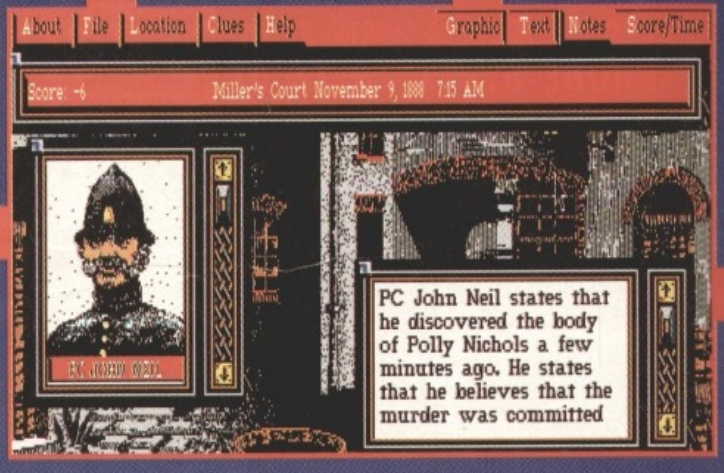
The victims' corpses provided a particular problem for the graphic geezers. For example, the final murder (that of Mary Kelly) was especially horrific and difficult to depict without sanitising or glamourising it. The artists have done a superb job, though, recreating the horror of the event without risking an '18' certificate for the game.

Unlike Sega's *Sherlock Holmes* effort, genuine detective work is required on the part of the player. There are many 'solutions' included in the game so it doesn't become redundant after completing it once. Obviously Intergalactic Development Incorporated aren't claiming that they know who the Ripper is (no claiming access to 'previously undisclosed documents' without revealing their source here), the storylines are well researched and entirely plausible.









E RIPPER

The Ripper Murders

Though some would argue otherwise, the Ripper is generally credited with five murders. His first victim was found in a crumpled heap in Bucks Row, 31 August 1888. The body, which was later identified as that of 42-year-old prostitute Mary Ann Nichols, had been ripped open from throat to stomach.

A week later the second victim, Annie Chapman, was found in a backyard in Hanbury St. Her throat had been cut so savagely that the blade reached her backbone and she had been disembowelled, her small intestine was pulled over her left shoulder. The ripper also arranged some pennies and brass rings at her feet.

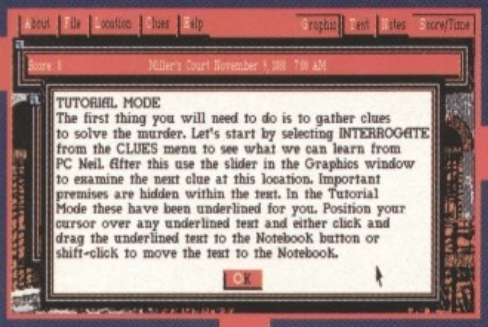
The third and fourth murders took place on the same day. First to fall was Elizabeth Stride. Although her throat was cut in the characteristic fashion, the body was in no way mutilated. The murderer was apparently prevented from carrying out his gruesome task when disturbed in the act. Unsatisfied, he sought another victim. Catherine Eddowes had been in police custody for drunkenness earlier that evening. It would've been better for her had she been kept overnight and charged — when her body was found it was stabbed ferociously, her face being cut beyond recognition. Some internal organs had been removed too. By now, the uproar from the public and police alike was audible; fear had gripped the city.

The final and most horrific murder took place five weeks later in a bedsit on George Street. Being the only murder to take place indoors the ripper didn't fear being disturbed, so he took his time inflicting the most savage mutilations imaginable. Half her face was removed and her legs were so stripped of flesh that her bones were showing. Her small intestine was hung around the walls like Christmas trimming (no doubt a rather unpleasant sight). The victim was a 24-year-old Irish prostitute, Mary Jane Kelly.

After this there were no more Ripper murders, though a few later killings have been (wrongly) accredited to the Whitechapel murderer. ■

1st impressions!

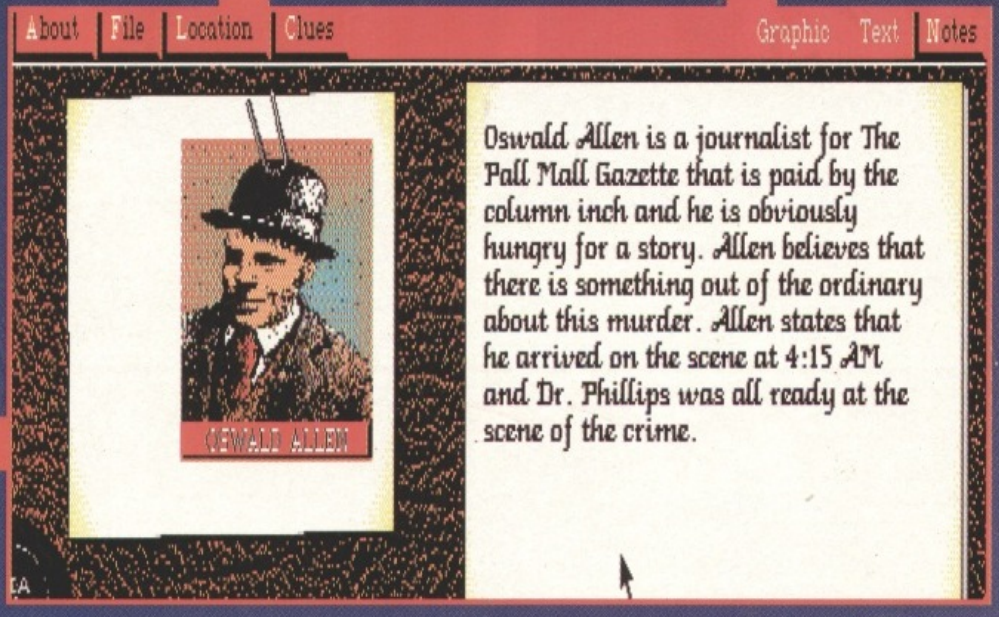
■ Although a little expensive (the final price is likely to be over £40), *Jack The Ripper* is certainly destined to be a quality product. Packaged in a loose-leaf binder like many PC utility packages, its black-and-white box graphics and 'serious' appearance suggest it's being aimed at the older purchaser. A phenomenal amount of research has gone into it and the programming is of a very high standard, with a great instinctive interface and presentation that's polished without being intrusive. The on-going adventure pulls you in and keeps you guessing, the hallmark of a classic adventure game. If the finished product lives up to expectations, this one could be the sleeper hit of the year. ■







***Jack the Ripper* takes the actual facts of the murders and then incorporates them into a stunning and ultra-playable adventure. Can you succeed where Abberline failed?**



amiga FORCE Playtest!



- DEVELOPERS: IN-HOUSE
- PLAYERS: 1
- GENRE: STRATEGY
- % COMPLETE: 80%
- RELEASE DATE: SEPT

THE PROS

- Genuine detective work is required on the part of the player.
- Very impressive attention to detail.
- Highly skilled reconstructions of the murder sites.
- The quality and instinctive interface appears second to none.

THE CONS

- The price seems to be very high, even for a game as well-presented and detailed as this.

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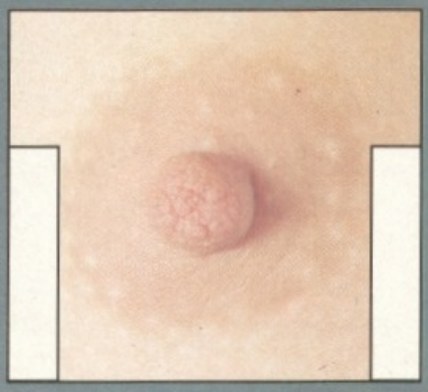


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KING'S QUEST 6 HEIR TODAY GONE TOMORROW

Feature!



Decisions, decisions. *King's Quest 6* will regularly put your powers of skill and deduction to the test.

Converse with other characters in order to glean all-important information.



Sierra On-Line

King's Quest 6 — Heir Today, Gone Tomorrow heralds Sierra's return to the Amiga scene in a big way! An all-new fantasy adventure, the concept's the brainchild of Roberta Williams, responsible for the King Quest games.

This takes you back to the land of Daventry where Sir Graham and his family still rule. In the fifth game of the series, King Graham rescues his family from the evil wizard Mardack; and his son, Alexander, falls for a fellow captive, Princess Cassima. Now she's got herself into a bit of a mess in her homeland, the Green Isles, so Alexander's come to her rescue like a good knight in shining armour in *King's Quest 6*.

Fit for kings

As the game progresses, the story starts to unfold and your quest becomes more obvious. There's the bad guy — Alhazred — who has vowed to get Cassima's hand in marriage, yet, as with all *Quest* games, the plot goes so much deeper than just guns at dawn. The task involves searching through dozens of screens and numerous islands, puzzles must be solved, magical items discovered and other characters sought.

Sierra point to the fact that there are two ways to progress through the game, with up to 50% of the puzzles being optional, although the more that you do solve then the more likely you are to succeed and achieve a high score. This allows both novice and experienced players to take the game at their pace.

Beyond the wild frontier...

The game has been programmed right here in the UK by Revolution Software, responsible for *Lure Of The Temptress*, among other gems. It's not a straight port over from the epic PC version, although 99% of the features have been included, with only the slightest changes made. Instead, it has been re-written specifically for the Amiga, ensuring smoother play and less problematics.

One such problem with earlier Amiga games has been ironed out. Disk swapping has been minimised by putting a whole island on one disk, while the speed of the game has also been addressed, more or less eliminating the slow-down problems that afflicted some of the *Quest* games.

Graphically, this game looks to have it all. Even with *Kings Quest 5*, Sierra were starting to experiment more with the power of the Amiga; Revolution have gone one step further, resulting in some of the most gorgeous, atmospheric graphics that we have seen in an adventure game.

There will be two versions of the game — a 32 colour version for the A500/600, available at the end of November, along with an A1200 release, planned for January 1994.









***King's Quest 6* brings the most stunning graphics to an already proven game system. The latest version promises better interaction, more scenes, greater speed and control and an adventure that will probably never be completely solved!**

Feature!

GOING

American software house, Sierra On-Line, have been producing interactive adventure games for many years, with mainly a cult following. It's all set to change with Kixx now offering earlier titles at affordable prices and, if you've never played one of their games before, you're in for a real treat! Mark 'Call Me Larry' Smith ventures forth into the first five re-releases...

THE BASIS OF SIERRA GAMES

All of Sierra's *Quest* games are set in single screen 3D environments — you can walk around almost everything on screen, interact with all characters, pick up items and so on. It's similar to the *Monkey Island* games, although these did come first!

The earlier games all loaded in each particular screen; with later games, some of these screens were held in memory.

One of the biggest downfalls is the time accessing disks — with up to five disks, there can be a lot of swapping, and, when there are many animations in the background, it can all slow down to a snail's pace. Having a hard disk is a great advantage as it will save much faffing around!

Controlling the character is much the same in all games. You directly manipulate movement through the joystick and type in commands via the keyboard. Some basic commands can be called up through function keys or by the mouse.

Being American games, there are obvious discrepancies with the English language, 'armour' becoming 'armor' for example. Shakespeare would turn in his grave! You also have to get used to the vocabulary used as well — to request information, you need to 'ask about...' otherwise you may not find what you're looking for. Turning/Pulling is another thing altogether. As with most games of this ilk, though, once you have the hang of it you won't be hindered by the problem.

QUEST FO

This differs from other *Quest* games as, in true RPG style, you sculpture the hero. The attributes of the hero are initially your decision; from there, your actions and the events of the adventure will alter such characteristics.

Quest For Glory is aimed more at the beginner. You take on various tasks and quests, with more clues available to you and more obvious sub-plots. A quick visit to the Guild will reveal the six major quests to complete, while further investigations bring you to the healer who needs her lost ring back. Need some dosh? Stop by at the castle and sweep out the stables.

The speed of *Quest For Glory* has been tidied up; you can tell from the graphics and vocabulary that this is a later, and therefore more user-friendly game.

It's very much a matter of questioning the folk around the brigand-besieged town of Spielburg, a la *Ultima* — simply pick up on key words so that you can question them some more. Certain characters are more than willing to talk; others

KING'S QUEST 1

The first in the *King's Quest* series may not feature the stunning graphics of the latest addition, yet you'll find one hell of an adventure just fighting to get out!

Cast as Sir Graham, your quest is to search the lands of Daventry for the three great treasures stolen long ago from the aged King Edward. Without these, Daventry is doomed; conversely, success will grant you the throne. Ah, the stuff of great adventures!

The beauty of most of Sierra's games is that you've literally dozens of mini-quests to solve and *King's Quest* is no exception. The search begins outside of the palace; your travels take you far and wide. Numerous characters offer advice, items, kick off sub-plots and hold important secrets; others offer you nothing but trouble and, while Sir Graham may be a worthy knight, entering into battle voluntarily is rarely the best answer to his plight.

The playing area of *King's Quest* is vast and there will be times when you'll feel lost or simply won't know where to turn next. Sometimes, it's a case of lateral thinking; occasionally, a little bit of luck results in stumbling on the solution.

King's Quest is a good introduction to the world of Sierra, being atmospheric, containing all of the humour associated with the titles and not terribly difficult to get into. Solving the game, with a good score at that, is another thing altogether!



amiga FORCE Rating!

A vast adventure with more than its fair share of surprises. A snip at the price!

81

Feature!

R GLORY 1

require a silver coin or two to reveal all.

Strangely enough, there is also a fight sequence in this, albeit a feeble one. Little skill's involved — simply dodge and strike out whenever possible. Although the most frustrating part of the game, it doesn't ruin your enjoyment.

The village itself is rather small, although there are a few shops from which you can purchase goods; more impressive is the surrounding area with its castles, mountains, and woods. Encounters a-plenty and a few testing challenges await. Look out for the snow giant who will request barrel-loads of fruit. Bartering is your only choice; even the strongest warriors don't stand a chance against this Yeti-type monster!

Since this runs at a fair speed and as there are a number of tasks, *Quest For Glory 1* is another diverse adventure. It's a pity there's so much random disk swapping, but that's small price to pay.



Although originally intended to introduce the novice to the delights of Sierra's games, *Quest For Glory 1* is a fine adventure in its own right. Having the ability to build your own character only adds to the long term interest — we really love it!

amiga FORCE Rating!

■ Suitable for all adventure fans; the graphics and speed are impressive too.

83

SPACE QUEST 1

Roger Wilco is your normal, everyday janitor, stuck in a dead-end job in outer space. However, as with all of the fine janitors of our time — Hong Kong Phooey, Derek from Coronation Street and that bloke from Grange Hill — Roger's a hero just waiting in the wings for his time to come. The opportunity arises when aliens attack Roger's Spacelab and, as he was taking a kip at the time, he's the only human left who can foil their plans. So begins the making of a reluctant hero...

As you've probably guessed, Roger isn't exactly blessed with great combat skills — instead, he has to rely on your skill and cunning to get him past the aliens and deep into the adventure. Unfortunately, his own skill and cunning are very limited so don't expect any help in return!

Full of Sierra's particular brand of humour, *Space Quest* is much like playing through an episode of Red Dwarf except that there are numerous aliens patrolling the area. It doesn't get any better for Roger — the ship decides to self-detonate, leaving him just 30 minutes to find a way out of there.

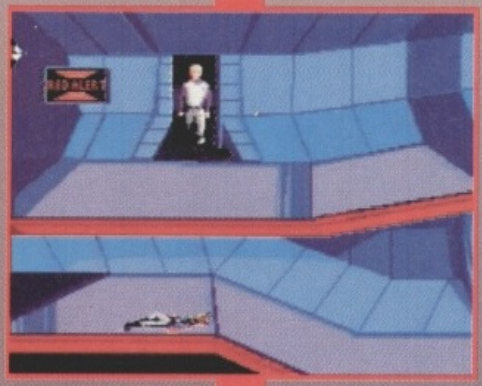
Most of this time is spent sauntering through the ship, jumping into closets to avoid the aliens. There's the odd chance to search through the remains of a deceased colleague but, as soon as Roger hears footsteps, he has to find a safe hiding place.

This game has actually been updated from its original state, with enhanced graphics and a less familiar icon-driven control system. I much prefer the other system — *Space Quest* is more clumsy to use, and it suffers terribly from slow-down the minute you try to do something. Even though I'm a big fan of such games, I found that some of the programming was unforgivable — every time a second ticks away on the 'Till Detonation' panel, Roger momentarily pauses. This makes getting into the game a right royal pain. On the other hand, using the icon system does save unnecessary key input, and therefore there's no need to get to grips with a new vocabulary.

Once you do manage to get off the ship, everything becomes much clearer.

I don't want to give too much away, though — if you can persevere with the endless swapping of disks (why do you need the startup disk just to see your inventory?) and the slow pace of the game then you will find an enthralling adventure waiting to be solved.

Unless you're a real advocate of the genre, though, it's best to start off with something slightly easier such as *Quest For Glory 1*.



Poor old Roger — he's not exactly blessed with brains, yet he has to figure out the intricacies of the space ship!





amiga FORCE Rating!

■ Plenty of laughs but not enough attention to detail and it's far too slow

68

Feature!







Experience all of the wonders of Larry's personal life. Not that we though that it'd get this personal...

LEISURE SUIT LARRY 1

The original lounge lizard (after Ian Osborne) went down a storm with PC owners, especially this first adventure which contains 'adult' material (albeit somewhat tame) and a very different style of gameplay.

Right from the very start, this suffers from horrible Americanisms. After verifying your age, you need to answer five questions about certain American events/people. Maybe I've led a sheltered life, but I've absolutely no idea who Carrol O' Connor is or whether she portrayed a kindly doctor or lovable bigot. It took much consultation with the older people in the office and numerous bouts of trial and error before I could even start to play the game.

Despite my grievances, this obviously is for the 'older' player, not because of the content, more the nature of the game — just how many people do want to aid a frustrated lounge lizard looking for a good time? Sure, it's a matter of taste (or, in the case of this game, the lack of it), but *Leisure Suit Larry* does tend to verge on the ridiculous.

Much of your time is spent wandering around aimlessly or watching animations of Larry relieving himself and the bartender pulling up his trousers (don't ask!). The solutions to the problems in *Leisure Suit Larry* are rarely straightforward or obvious and one wrong move results in termination — don't step into the road, for example, otherwise you'll be knocked down by a bike.

Once you've hopped into the taxi, you can really start exploring the town. A casino and a wedding chapel are just two of the strange places up for a visit. Most of these places allow good interaction; you can play blackjack or slots in the casino, or shout for a beer in the bar. However, discovering just what Larry needs to do to find some companionship is another thing altogether.

As with *Space Quest*, this is icon-driven, there's no real need to type in any text. Guiding Larry through his town and from bar to bar is a more time consuming activity than we expected — the constant swapping of disks is by far the worst that we've experienced. Just moving on one screen can take three or four exchanges of the start-up and first disk. The speed doesn't suffer so much, though.

Despite the wit and wealth of silly events, *Leisure Suit Larry* just isn't my cup of tea. It's one of the better looking games and the sound isn't so bad either, but it just doesn't have the appeal of the *Quest* games.



POLICE QUEST 1

Ah, this is more like it — the computer game version of cops 'n robbers. The idea of guiding an American cop through promotion, solving cases and dealing with the crooks is a great concept —*Police Quest* nearly carries it off, too.

Police work can be a laborious thing, and *Police Quest* reflects this as it has you searching through files, collating clues, questioning suspects and escorting felons to the local jail. Basic sequences have to be followed and procedures recognised, which can reduce this to a very frustrating farce. At one point, we were stuck at the jail, unaware there were lockers on the outside wall in which we should place the gun; every time we entered the building, the drunk who had been arrested would blow us away! The graphics don't help, as they aren't clear enough to be able to recognise such items.

It's advisable to use a joystick to control the car scenes; using a cursor arrow results in a non-stop charge up the street, being almost uncontrollable at high speeds.

This is a more disciplined adventure than the more traditional *Quest* games. Try some of the others before you move on to this.







amiga FORCE Rating!

Well presented and put together, but it doesn't have the appeal of Sierra's other games.

69

amiga FORCE Rating!

Great idea but too self-limiting. If you have the patience, though, you'll definitely enjoy it.

72

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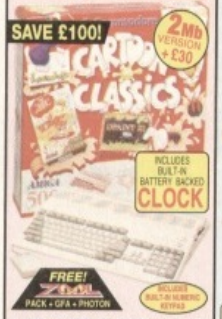
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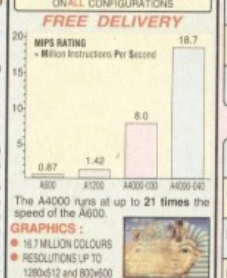
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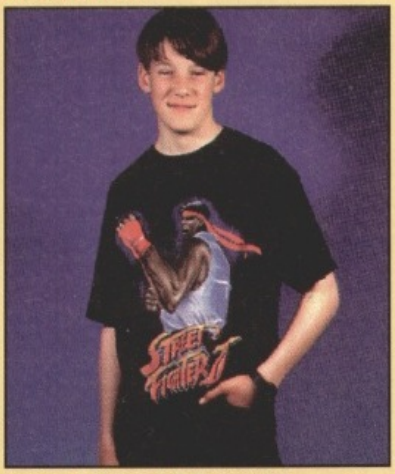
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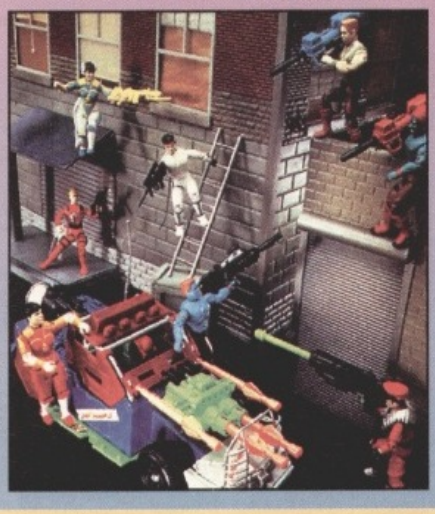
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DREAMLANDS

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■ Silmarils
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Dreamlands contains three games from the self-acclaimed masters of RPG and strategy. Silmarils do not make this claim lightly and the quality of these offerings, re-released in time to fill any dedicated gamer's Christmas stocking, backs them up. The three games on offer are *Storm Master*, *Ishar — Legend Of The Fortress* and *Transartica*, all of which have been reviewed in past issues of AMIGA FORCE.

Harness the storm

Back in our June 1993 issue we described the budget release of *Storm Master* as a weird, well-designed, but ultimately unsatisfying military strategy game. It received a respectable 65%, which would seem about right now. It's not a great strategy game but is a much better bet as part of a compilation.

Briefly, the idea behind the game is to battle against a neighbouring island for supremacy. What makes the game unusual is that the battles take place from flying ships that you have to design and create in order to succeed.

All of the strategy options stem from a Council of seven advisers, whose skills you use to generate capital, personnel and materials. One of the most important is the Master Millar, who controls food production by deciding where on the island crops and cattle will be placed.

To win the game you have to design your flying ships, ensuring they will be able to take to the air for a start, and also have strong armour. You must then destroy seven enemy cities.

With smart graphics, enjoyable battle sequences and the need for a small amount of strategy skill this is a fair game, though it's not the best of the games in the collection.

Fantasy Fun

Ishar is a really good RPG that boasts some excellent graphics. It got a good reception when it first burst onto our desks and it's still going strong.

The game begins by placing you in control of just one character. You have to recruit the other four members of the team as you go along. The best place to do this is down the boozer! Every town has a local tavern, where all the most skilled adventurers seem to hang out. If you decide to hire someone it has to go to a vote of the other team members before they are accepted. You can also sack anyone who isn't pulling their weight.

Everything in the game looks really good, but it does have its flaws. Travelling around can get frustrating because it's difficult to gauge where you are. The fight sequences can become boring. All you have to do is click on the fight command and watch your character stab at the enemy. Although this depends on the importance you place in arcade action in RPGs, there is no excuse for suddenly being killed by an invisible creature.

Despite these complaints this is the best of the bunch. Ishar succeeds in drawing you into its fantasy land and, most importantly, making you want to hang around for an hour or two.

> "A bargain for any RPG/ Strategy fan"

Trainspotter's dream

Transartica is the final game in the pack and it's a pretty decent offering. It boasts some stunning graphics and a strong element of addictiveness.

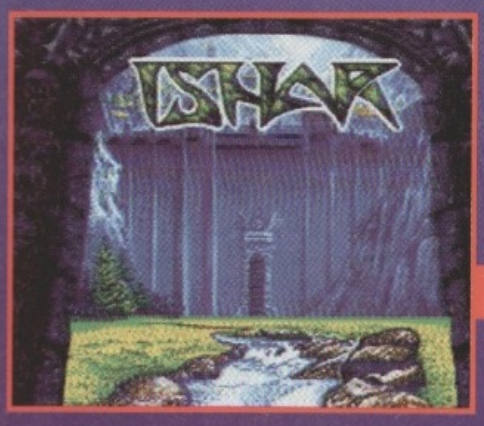
Set in a man-made ice age, the theme of the game is to discover where the scientists went wrong and return the earth to it's former glory. Out to stop you in your tracks (Great pun Ian! — Ed) are the Viking Union trains. The Union has prospered in the new world and will stop at nothing to preserve its dominance.

The aim of the game is to build up your train, ensuring that it's always well fuelled. You have a couple of men to control for filling the boiler with coal. Once you get going the idea is to travel around the frozen landscape exploring locations such as trading zones, industrial centres and markets, while avoiding the Viking Union trains. Make sure you build up your armed forces for the inevitable confrontations.

This is a bit of fun to begin with, but once you have been controlling the running of the train for a while it rapidly becomes boring. Strategy fans will find a lot here to grab their interest and this is certainly worth a look.

As a compilation this collection is a bargain for any RPG/strategy fan. Three competent games are included, while they never set the Amiga world on fire individually, Dreamlands makes good use of them. Take the plunge if you like these gamestyles.

Ian!











amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

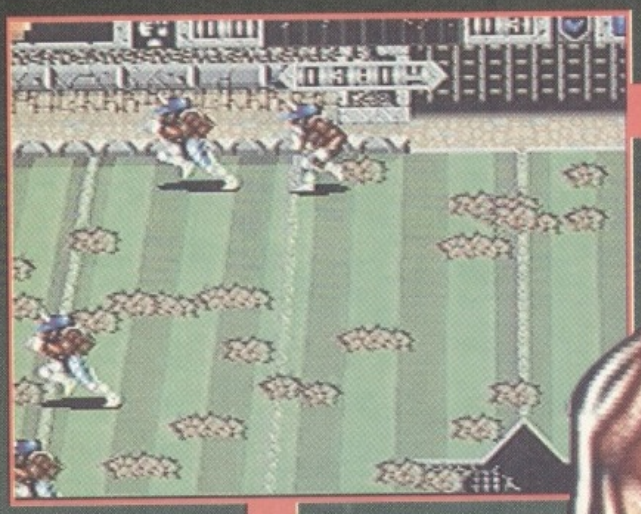


■ DISKS: VARIOUS
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ Acts as both a good introduction to the genre and an on-going challenge.

81

Rave review!

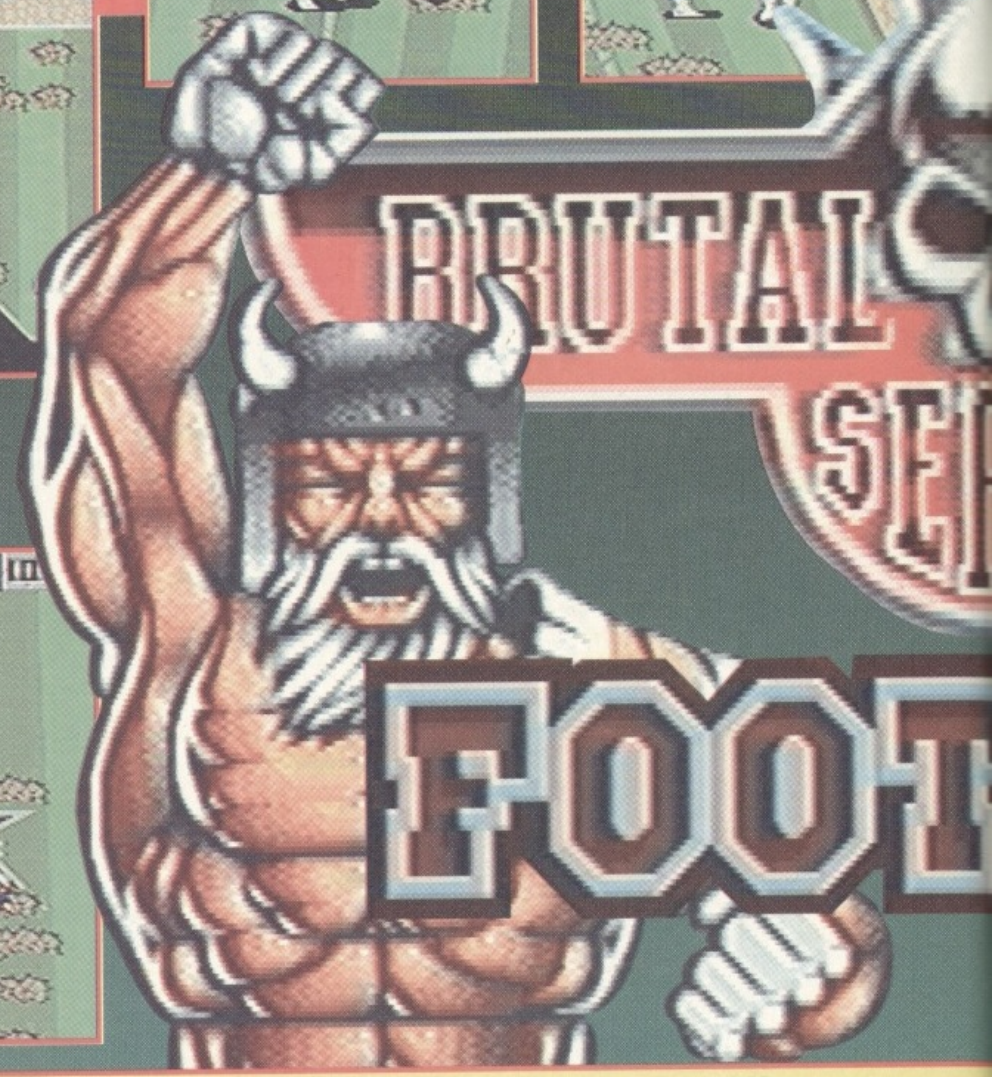






■ **Below: A head's hurled across the pitch by the force of a blow. Bit of a bum way to end a match, if you ask us...**





■ Millenium, £TBA

It's amazing that, considering the scope for imaginative computer-based variations on popular sports, game developers insist on churning out predictable representations. Take soccer for example — most software houses have released a football game, but few have had the imagination to try something different.

However, Millenium's *Brutal Sports Football* (formerly *Beastball*, and owing more to American Football than anything else) does take an alternative approach.

> **"Brutal Sports Football's a rough game"**

For a start, it takes the physical side of sport and magnifies it tenfold — and why not? Fusing the beat-'em-up and sports genres, *BSF* is viewed from the side; a 'crowd' view, if you like. Each match begins with the ball being thrown into the air at the centre of the pitch, and that's where the violence begins. Instead of the traditional graceful jump for the ball and evasive manoeuvres, there's the crunch of bones and sprays of blood as rival players kick and punch each other to the ground.

Once a team member's in possession of the ball, he can run, pass and kick it. The opposing team then attempt to tackle in an often brutal fashion; once caught, it's not unusual to see an individual surrounded by a few others 'putting the boot in' for good measure.

A-head of its rivals...

As matches continue, the multidirectionally-scrolling pitch becomes more and more worn as fights go on. You don't have to attack the guy in possession of the ball either; there are no rules, no limitations on violence levels — but there's plenty of blood, believe me. Heads fly, bodies litter the ground and teams are, at the end of a match, given points for the amount of heads they've separated from then-useless bodies. If someone's punched or kicked, they bleed — and once they're down, a simple joystick movement results in effective body stomping, guaranteed to provoke the question: 'oh doctor — will I ever play the piano again?' or equivalent deathbed musing.

Goals are scored by throwing, kicking or running the ball into the opponents' goal, an area fairly large but usually well-guarded. More often than not, defensive players have a threatening pow up of some description, and it's these that spic up *Brutal Sports Football*'s already excellent playability. Bombs, swords and hares (?) are j a few of the assorted extras competing psychopaths can collect and utilise, often with devastating results. However, weapons have be dropped once the ball's collected, allowing other players to pick them up and put them to good (bad?) use...

Either a tournament (with up to eight player participating), a one-player league or the aptly named one/two-player 'unfriendly' can be played. Not surprisingly, *BSF* is at its best wh two human players compete — while the computer-controlled players are undeniably clever on later levels, I can see boredom sett in after a while.

Brutal Sports Football's a rough game — th is, there's a lot of violence and blood. But hey it's only pixels after all, and fun too — it's more like a bad taste cartoon. As it stands, *BSF* is a good contender for a Game of the Year award — decapitation's never been *this* good before...

Mile



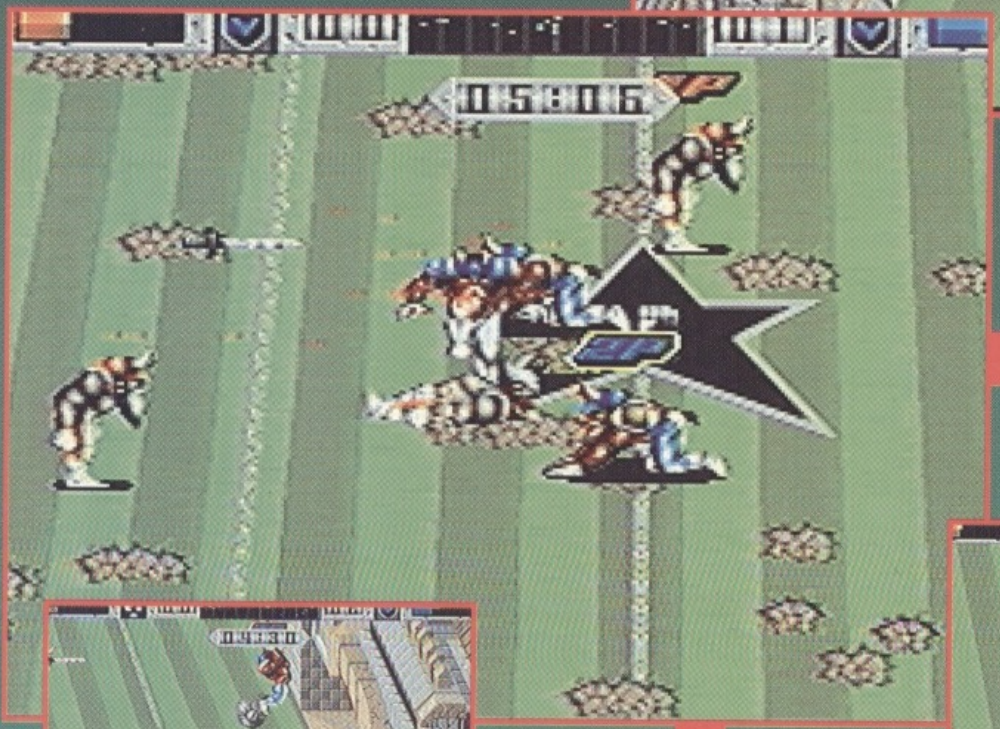




BRUTAL SPORTS FOOTBALL



■ Scoring goals isn't as easy as you'd think — defenders usually arm themselves to the teeth with power-ups, so it's not wise to attack them head-on...



Ian!

■ This is a bit more like it! Forget *Speedball 2* — this is *the* game to play if you like your violence frequently, loudly and preferably red. *Brutal Sports Football* is, indeed, brutal — seeing several players kicking the living daylights out an opposing team member is something else entirely. Just how it'll go down with concerned parents I can't say, but remember kids — it's not real, they're only actors... aren't they? Well how can that be tomato sauce then...? ■





■ Above: Players look on as one misfortunate individual has his head stomped into the ground. Charming game, eh?

Rave review!

BRUTAL IS BEAUTIFUL?

Brutal Sports Football is more tongue-in-cheek that anything else, but it's been said that perhaps, just perhaps, it's a bit *too* nasty. But what do Millenium think? We asked their ever-cheerful PR guy Keith Smith, who responded 'The violence itself is so fantastical and outrageous that I defy anybody to tell me it's obscene. It's just good fun. It's the first time we've done a game of this ilk, and we really like it. We've ran it through some sample groups and they love it... no-one's said "we don't like this".

If we decide that beat-'em-ups are wrong for kids, what's left? Platform games forever?' Heaven forbid — but we'll look forward to a review copy of *James Pond 3*, all the same...



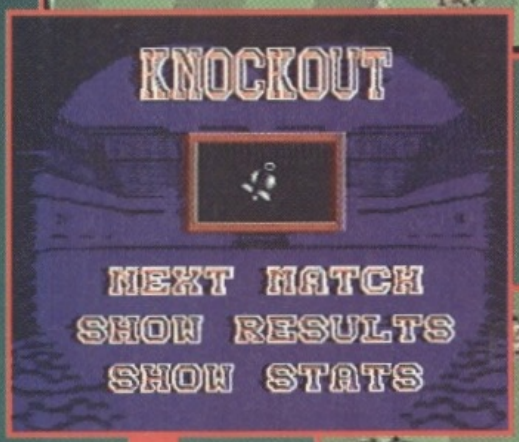


■ **Above: Explosions aplenty as one player finds the bomb power-up, while below: ugh! Who chucked that head?**



■ **Hmmm. Nice beards. Is that a sparrow I see nesting... yes, it's got to be a sparrow. Okay, it's a bad caption, but I don't know any real beard gags...**





■ **Below: Team two celebrate a huge victory, while team one burst into tears. Even the disembodied heads cry; the black humour's great. Let's hope others in the series are as good!**







amiga FORCE Rating!



- DEVELOPERS: PROBE
- DISKS: 2
- PLAYERS: 1-8
- GENRE: SPORT
- 1200 COMPAT: YES
- HD INSTALL: NO

■ **Superb action and then some. Unmissable.**

94

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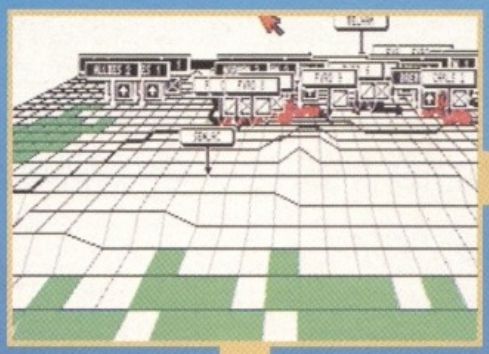
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Reviews! Rich pickings!







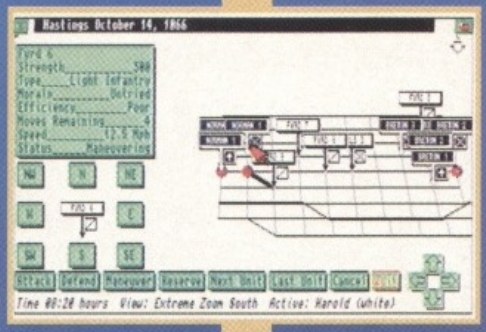
■ 19th Century shenanigans with Napoleon and friends.

■ Saving Blighty from the onslaught of Nazi Germany; the French don't help much!

■ Re-live the horrors of the Gulf in the Amiga version of the Nintendo war.

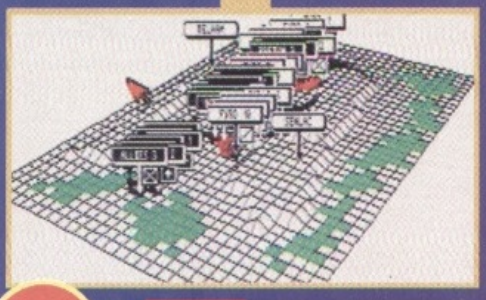
Chris!

■ If there is one type of game that I particularly loathe, it's clumsy, slow, laborious war games. However, *UMS* is different — okay, it's still slow and laborious, but, after a few plays, it turns out to be an ideal introduction to the genre, easing you into play with the designer element and allowing you to proceed onto greater things with its ready-made plots. *UMS II* is a different kettle of fish, proving especially tough to get into — you're literally thrown in at the deep end and the instruction manual does little to save you from complete panic and frustration! If you're looking to get into war games then you could try to look for *UMS* going cheap. War game fans will love this, though! ■





■ Viewing the map from a variety of angles allows you to see the posititions more clearly.



UMS COM

■ Mirage £44.99

When the *UMS Compilation* landed in our office with a resounding thud, we all started to wonder just what lay inside the War and Peace-like novel that accompanied the many disks. I had experienced the delights of war gaming before, so, in the absence of Ian Osbourne, our resident war gaming fanatic, the onus fell onto me to stay up for the next 24 hours, re-living the greatest battles in history.

For those not familiar with the workings of *UMS*, here's a quick run-down. Basically, the concept of *Universal Military Simulator* is that of giving you the freedom to re-enact the wars and battles of history, possibly changing the course of such events (ie Hastings 1066 – you can now give the Normans a fair old smack around the chops and an arrow in the eye), while it also offers you the opportunity to create your own battles through making 3-D maps and assigning various armies.

Decalre War

War games are a lengthy affair at the best of times and *UMS* is no exception. In full scale wars, you have to go through each and every one of your troops, giving commands on their movements and, if in range of the enemy, any attack and defence manoeuvres.

The original *UMS* offers five different scenarios for you to try your hand at. This is where the game really comes into its own as it displays the versatility which allows you to go from the Hastings battle in 1066 to the Arbela conflict back in 331 BC; onwards to Marston Moor with our fave, Oliver Cromwell, even to Gettysburg in 1863 where General Lee's Confederates await. For those looking to kick Napoleon's butt, there is also the grand battle of Waterloo.

The 3-D maps used in the scenarios are well presented, although a little cluttered when viewed full on. To appreciate positioning, you can view from eight angles (North through to South West), while, when assigning movements, you zoom close up on the action.

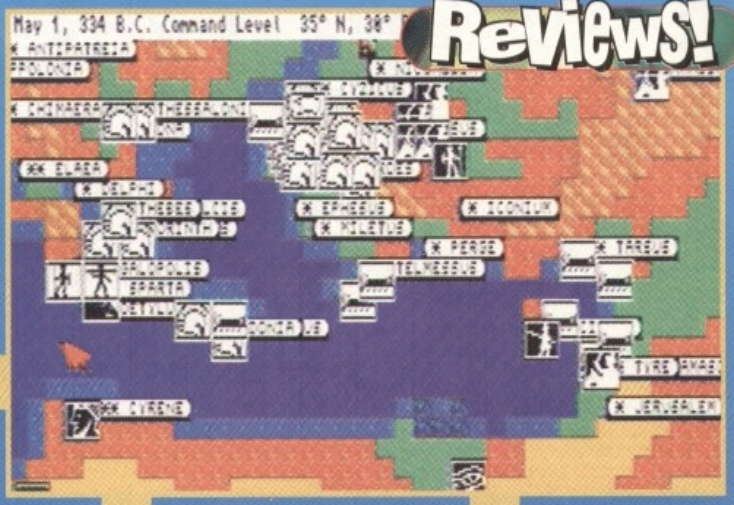
What is it good for?

UMS is complex to the nth degree; like the battles that you undertake, this won't be over within five minutes. If you are looking for a quick turn-round on your battle, you enter the creation side of things in which you deem the strengths, numbers and efficiency of the troops. If you so wish, you could simply have one army to each side, although that would result in little more than a hack 'n slash tournament; those among us who are more adventurous and prefer the more strategic element of war gaming assign hundreds of troops spread far and wide across the user-generated map. This may take many pain staking hours of preparation, but the result is a veritable full-scale war.

There are a few basic elements that could have been addressed. The constant screen re-drawing

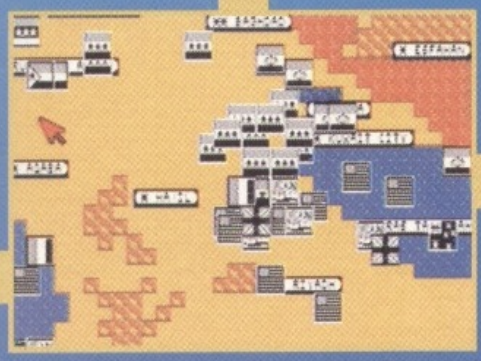


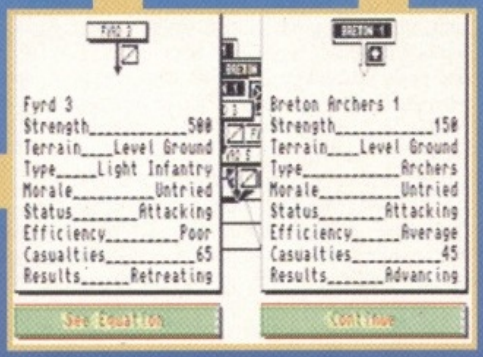
■ (Right) Return in time to Macedonia in a battle of wits, power and chariots. Victory is yours for the taking!



■ The results of the battles and things aren't looking too good fof Harold. It'll be an arrow in the eye for him if he's not careful!

■ Battling through the American Civil war with *UMS II*. This isn't as accessible as *UMS*, but it's far more intricate.





■ When you prepare to lock horns with the greatest armies in history, you should always consider tactics before sending your troops out like lambs to a slaughter. One rather effective ploy is to use your quickest troops to flank the enemy while your slower men should hold their ground. Archers should always be protected so that they can fire as many shots as possible before being swamped by the advancing enemy. Of course, if you're clever enough, there won't be much of an enemy at all.■

Tip time!

PILATION

is a pain on the eyes and some tasks seem more laborious than they should have been, but what you end up with is one of the finest war game sims/construction kits that you could wish for. Sure, it's getting on a bit now, but there's little out there that beats *UMS* in terms of depth and flexibility. It may not be much to look at, but if you're serious about your war games then you can seriously get into this.

Two Tribes

Universal Military Simulator II takes the whole process one step further, giving you far more control over the map-making process and introducing more contemporary positions, landmarks and gameplay.

As a war game, it is played in a similar fashion to the original, only this has more attributes to consider such as moral, experience and weather when manoeuvrering. This time, you cover the whole globe in your conquests — it brings the navy into play as well as missiles, depots and the like.

There are a wealth of scenarios that come with *UMS II*. There's the Assault on Europe in which you have to protect the shorelines of Britain from the impeding attack of the Nazi-lead Germans from France; a Civil War scenario disk in which you can begin your scenario at various dates; a return for Napoleon; as well as a good old skirmish in Ancient Greece. There are many other scenarios to take part in too, although I did feel that the contemporary battles worked far better than the ancient ones.

> "This is an ideal compilation"

Everything is far more complex than before — just moving the troops can be a bit of a chore. Compared to the original, *UMS II* is very much for experts only. If you are new to the genre then you will find yourself sticking with the original *UMS* for some time as the maps are smaller and the control and commands far more straightforward.

Finally, the pack also includes the *Planet Editor*, a nifty piece of kit which is a very powerful way of designing settings and scenarios. The original *UMS* was all well and good when it came to designing smaller areas, but this gives you real control over the environment, even roads, rivers and climate. Creating an entire planet isn't out of the question, although, as with all such things, it's a lengthy procedure.

Summing up, if you are looking to get started in war games then this is an ideal compilation, if only for the fact that once you are proficient with *UMS* you can immediately move on to *UMS II*. Expect many hours of toil, though — it's not exactly something that you can immediately pick up and play. Yet, Rome wasn't built in a day... ■

Ian!



amiga FORCE Rating!

■ DEVELOPERS: IDI



■ DISKS: 12
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ HD INSTALL: YES

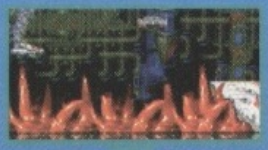
Great value for wargamers, although novice players may feel a little bewildered.

88

Reviews!

Rich pickings!

DISPOSABLE HEROES



Gremlin

£24.99

The year: 2879. The Free World Council's HQ is under attack; as leader of Taskforce DHero, you put into action operation OVERTAKE and aim to chase those aliens right out of there! It's the usual scenario for a conventional shoot-'em-up. *Disposable Heroes* is the latest in a long line of side-scrolling shooters.

Following the pattern laid down by games such as *Nemesis*, the basic idea is to blast your way through the many levels of aliens to complete the game and thus save the world. Like I said, nothing new there.

To begin with your ship has a laser cannon for defence, or attack if you're a tad more aggressive-minded! As the game progresses you notice small capsules randomly dotted around the terrain. Collect these to get hold of the alien weapon blueprints they contain. Once you have them it's possible to dock your ship in the ship pods and re-design the spaceship according to the alien specifications.

It takes time for your scientific bods to decipher the strange alien instructions, so don't expect to use the weapon immediately. The weapons include a no-nonsense grenade-launcher that bolts onto the top of the ship; a bi-directional laser gun, which destroys aliens below your ship as well as directly ahead, and three-way multi-shots. If you've the energy for this then you'll be taking no prisoners, believe me!

A word of warning, though. To use these martian weapons your ship must have enough energy to withstand the power drain caused by the new equipment. If there isn't enough gas in the tank your shiny new gear cannot function — a major irritation if you're about to face a particularly aggressive alien, although it adds considerably to the game's difficulty level.

Big, bad blaster

So we've established that it follows a tried, tested and, most importantly, successful formula, but is it a good game? Happily the answer is yes. In the saturated shoot-'em-up market *Disposable Heroes* comes up a winner. It's one mean mother that gives no respite from the endless waves of ingenious alien machines. At every stage there's a surprise in store for the over confident shooter. This means that, while the 'game over' display may appear with annoying frequency in your first few games, it's increasingly addictive the further you get into the level.

There's no doubt that this is a playable game, but it also has the added bonus of great graphics. They're never going to make you rush out into the street screaming that the Messiah has been reborn, but not many games have graphics this good! They complement the gameplay, are colourful, concise and don't waste time on unnecessary cosmetics,— mainly because *Disposable Heroes* has nothing to hide!

> "One mean mother that gives no respite."

The alien ships are well designed, especially the large robots appearing at specific continue points on each level. These guys all seem to be easy to kill at first, until a laser shot or bomb suddenly blasts across the screen, released from a previously hidden gun, leaving you cursing your arrogance.

In the world of shoot-'em-ups, *Disposable Heroes* may not reign supreme, but they don't come much better. A worthy addition to any shoot-'em-up fan's collection.

Chris!









Ian!

My expectations were low entering this game. I'm not a great fan of shoot-'em-ups and I expected this to be more of the same turgid repetition. Hence my pleasure at being able to say that this is actually a great game. Although I found some levels, notably stage two, reminiscent of early classics such as *Salamander*, this doesn't detract from the addictive gameplay.

The graphics are stylish, I was unaccountably smitten with the way my craft cast a shadow across the water! This is a real challenge. New, all-action shoot-'em-ups of this calibre are rare indeed; even if you're only remotely interested in the genre you won't go far wrong.

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- GENRE: SHOOT-'EM-UP
- 1200 COMPAT: NO
- HD INSTALL: NO



One of the best shoot-'em-ups that we've seen for ages. Well worth your dosh!

83

Tip time!

When battling the huge walker droids, position your craft just above its line of fire when it's standing; you score direct hits constantly!





Some of the features in *Disposable Heroes* owe much to other games, such as these horns, yet it's still highly playable and bleeding difficult!

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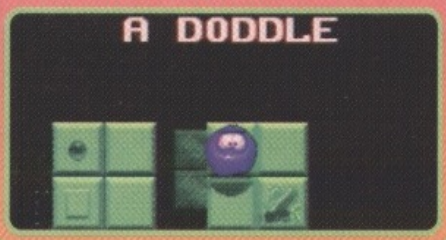
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Level One

A simple affair in which you need only to collect the various items to clear the level. Head for the blocks above to find the necessary items.



Level Two

In this, you have to switch on the exit and rescue two of the Blobletts held up on high. It's then back down to the exit to reach level three.



BLOB

Core Design
£24.99

Our mate Blob's from another universe, another dimension far, far away. Unfortunately, this ball-like alien has crashed his spaceship and all of the baby blobs in it have been scattered far and wide; so now he has to traverse 50 tough and testing levels in search of the Blobletts as well as all the fuel he can find so he can blast off into space again, fleeing from this puzzle-esque world.

Blob is more than your run-of-the-mill 3-D puzzle game. In many respects, it reminds me of the old Ocean game *Wizball,* if only because of the cool graphics and manic sounds. The idea is to control Blob as he bounces along in deepest space, guiding him from platform to platform, completing each task and ensuring that he doesn't fall past all of the tiles to the infinite depths of the universe.

It's not just a matter of collecting the necessary items found in each level. You find yourself altering all the colours of the tiles in one particular stage, while, in another, you need to hit the relevant switch to reveal the exit. These tiles vary in sort — there are damaged tiles that just may collapse, sloped tiles which send the bouncing alien off at an angle, teleportation tiles and more.

> "A refreshing arcade puzzle"

The switches play rather an important part in the game, as not only do they reveal the exits but also other hidden items. More often than not this involves extra blocks and platforms which are essential if you are to climb upwards towards the exit or Blobletts.

Scattered around each level are various artifacts. Some need to be collected to finish the level while there are also hint and password scrolls which you can use if you are a little unsure of your next step. Suffice to say that these become less common the further you delve into the game!

Practice makes perfect

Initially, controlling Blob is a little on the tricky side as he (well, we take it to be male) has a tendency to bounce slightly too high and hang around in the air more than you would possibly like. However, as with most games of this type, practice and perseverance have their rewards.

The overhead perspective works very well. The tiles above you are initially shaded out until you bound high enough to be able to reach them when they are displayed in full. Being able to see these blocks is essential — should you hit them from below then you'll smash your head and fall back down, possibly plummeting all the way past every tile, resulting in the loss of one of your lives.

Manoeuvrering Blob isn't your only concern. There are also other aliens, including Spewers which either damage or slow you down as well as Blob's alter-ego who will chase you around the screen should you run out of time.

There are a number of original touches to *Blob*, not only in theme, but also in more subtle ways. It is also a refreshing arcade puzzle game, possibly not everyone's cup of tea but good for a break from the normal, mindless shoot-'em-ups that we normally assign to these aliens. Expect much joystick-strangling frustration though — this is definitely one of those games that will cause major headaches!

Chris!







Level Three

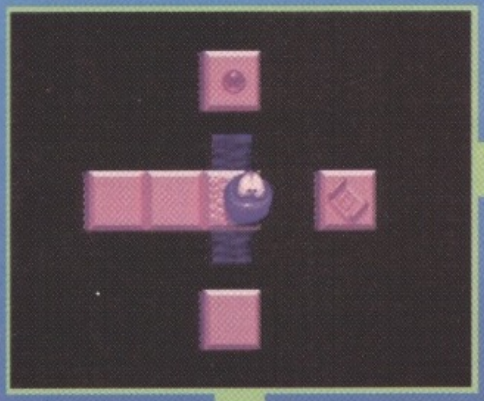
A well disguised idea (sort of!) in which you find yourself plummeting the depths of space to find the Blobletts and the blue exit.



Level Four

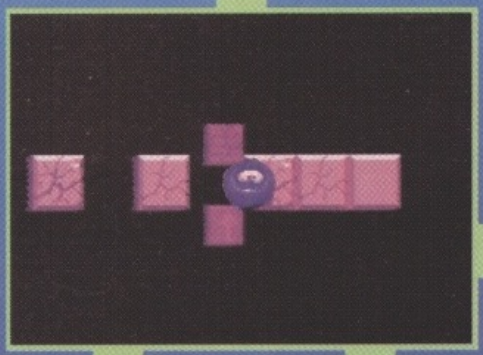
Once the four crosses are collected, you travel through the level, bouncing on all non-purple tiles to paint them in the garish colour.





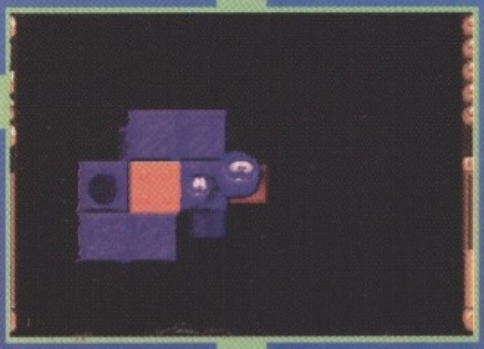
■ **Collect all the items that you can to score points and clear levels. Most notable are the scrolls which offer you help and advice, particularly if you're heading in the wrong direction. It's also a very good idea to keep an eye out for the all-important passwords.**

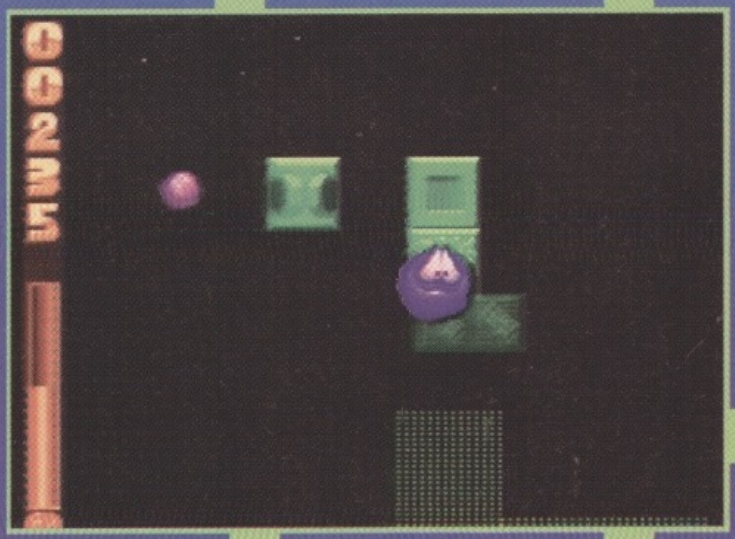




Tip time!

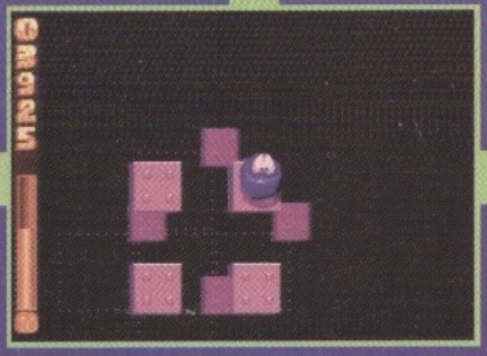
■ **When you are proficient at controlling Blob, you should be able to hop from tile to tile by pushing in the desired direction and pressing fire simultaneously.**

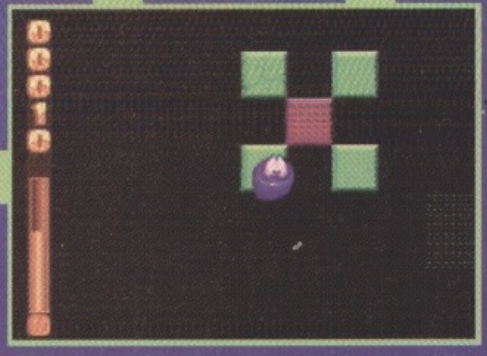




■ **Should Blob jump on certain tiles too much, they will disintegrate, and the rotund one will fall to his death!**

■ **Watch out for the gun emplacements and the bullets that spurt out.**





Ian! Reviews!

■ Every once in a while, along comes a game over which the office noise starts off low but soon builds to a crescendo. *Blob* received little interest at first, but, after a few plays, we were all hooked! It definitely has that 'one-more-go' appeal with it's cute yet heroic alien and brain-taxing, not to mention reflex-testing, levels. It looks very much like a console game with it's overhead 3-Dimensional view, yet it's more than suited to the Amiga. It's different, damn difficult at times and, above all, it will lose you a few hours at a time once you're totally engrossed. Well worth the pennies! ■

amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: YES

■ **A very playable and most enjoyable departure from the norm.**

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Reviews! Rich pickings!

PREMIER

Gremlin, £24.99

Footy management-sims have a lot to answer for. Broken marriages... insular nights in... missed deadlines... we've experienced all that and more! There's something about such simulations that's very compelling. Being able to select a team, buy and sell players, enter cup competitions and watch your team's performance from the sidelines is all very well. A footy-sim has to deliver much more to keep you glued to your screen, studying lists of player transfers and league tables.

> **The management sim to own**

Gremlin have re-worked and updated *Premier Manager* making it even more enthralling in their quest to perfect the genre. A number of new features are included in *PM II* while the game retains the same straightforward icon-driven controls making the first version a joy to play.

As with any self-respecting sim, the aim in *Premier Manager II* is to lead your team of no-hopers to league glory. You can also apply for other vacant

Chris!

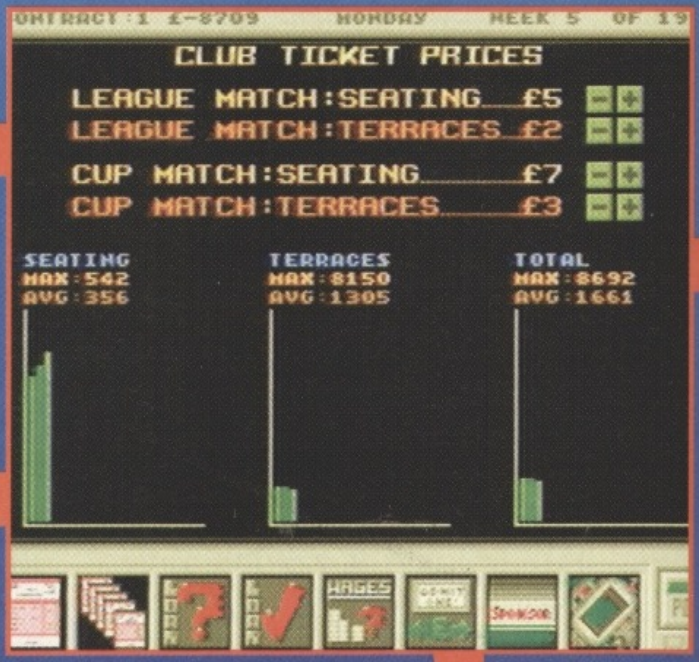
One of my fave all-time games is *Premier Manager*, many late nights have been spent struggling in the lower divisions! *Premier Manager II* is a more rounded game, with better presentation, continuity and 'history' details (such as past winners of the leagues and cups).

As before, playing in two player mode isn't too time consuming, with the game flicking from manager to manager quickly.

The sound is worthy of note, if only because of the samples used at the start, yet I did find the animations annoying — being able to switch them off and play at ultra speed is a godsend!

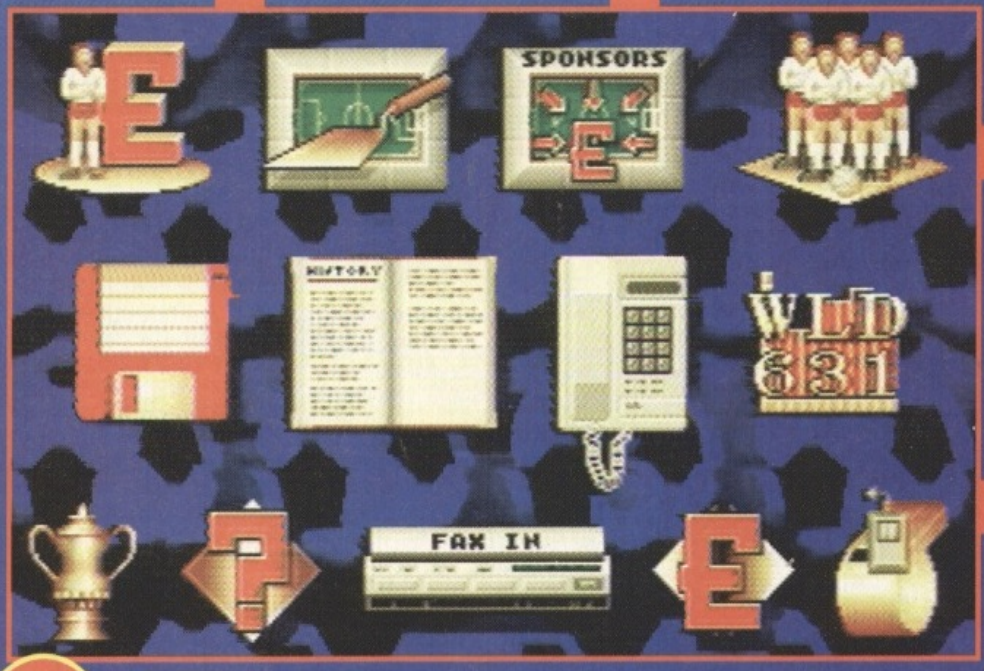
Even if you have *PM*, you should seriously consider moving on to *PMII*. The Gremlin boys done well!







Some people shouldn't be allowed near football clubs — poor old Runcorn have been put in a real mess! Where's Jack Walker and Kenny Dalgleish when you need really them?







MANAGER II

posts in other clubs to speed up your rise to the Premier League (even into Europe), conversely you may be forced out should your performance not be up to scratch.

Backhanders banned?

Even after playing a few seasons, it's evident that *PM II* is far more difficult than its predecessor. Leaving the aspirations of Yeovil Town and Bath City in tatters, I moved to Scunthorpe United where things seemed to click and promotion was forthcoming. Only after splashing out on over-priced players in the transfer market, though — it's a volatile world this and no-one's keen on accepting bags of money in service stations no matter how hard you try!

Premier Manager II is one of the fastest sims we've played, especially on the A1200. There's no waiting around for the sponsorship screens to load — a small but frustrating point of the last game — and you can also turn off the match reports and results monitor.

Gissa job!

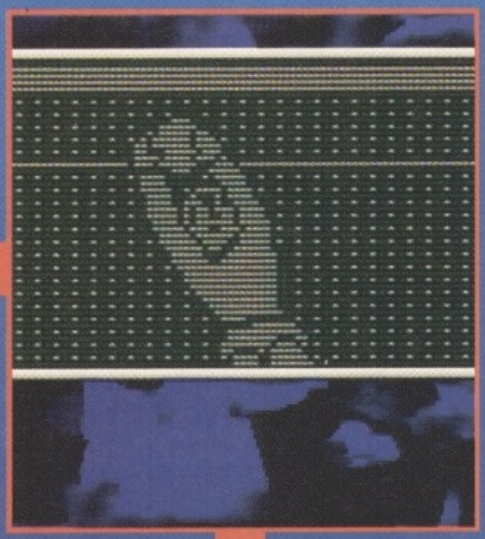
PM II probably sounds very similar to the forerunner — it is. However, there are new features — more playing formations, special tactics, weather conditions, the latest FIFA rules when playing in Europe, more ground improvement options and the chance to apply for other jobs mid-season. The fax machine is put to better use too, with players contacting you from time to time to ask for a job (cheeky beggars)! There are numerous cup competitions to enter, some through qualification only, as well as a detailed history on the past winners which is a good touch.

One of the stranger points is that this is now only a two-player game, as opposed to four in the original. Let's face it, though, just how many people did have four players competing at any one time?

Premier Manager II is now the soccer management-sim to own. Despite being similar to the original, it's a better, more polished game with enough to keep you interested for many months to come. ■

Chris!





Tip time!

Scour the transfer market for players out of contract — even when in higher divisions, these players are a snip at the price.



Although consisting of lots of text (as if you couldn't see that!) and very little in the way of state-of-the-art graphics, *Premier Manager II* is still a well presented game and one that is clear, concise and pretty darn fast. You even get to use the phone without respite from the person who pays the bill!







amiga FORCE Rating!

- DEVELOPERS: FOF
- DISKS: 3
- PLAYERS: 2
- GENRE: STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: YES

A superb football management sim that will have the fans singing in the terraces.

89

Reviews!

Rich pickings!

HUMAN
THE JURASSIC

Human Skills and Weapons

Tower Blocks
In order to scale new heights, the humans clamber up on top of each other. You have to figure out how to get the others up as well!



Rope
One human can drop a rope, enabling the others to climb up to meet him. You need to search very carefully to find it, though.



Spear
Throw it, vault with it or spear a nasty Neanderthal with it! Note that it's not always best to throw at full power...



Wheel
Just invented in time for the game. This can be used to rush along at silly speeds, but you need to be very careful!



Torch
Ignite bushes or burn any nasty enemies wandering around, but don't play around with fire too much!



Gametek
£29.99

Humans — don't you just love them? The original *Humans* was very much a *Lemmings* variant. Now it's back, with more levels, more tricks and traps and a whole lot of brain-twisting action!

After waiting an age and a half for the damn thing to load, I was confronted, not with one of those user-friendly first levels that ease you into the game at a steady pace but a complex one, with intricate moves and unforgiving sequences. Find the rope, manoeuvre your little humans into position, grab a spear, duff in the wally walking around above you, work your way to the top of the screen, grab the flame, combine use of the rope and towers of men to get back to the top right and then burn a bush to get to the exit. A very time consuming process, believe you me — and, for all of those cynics out there who think that we don't actually play the games for any great deal of time, well, I struggled with the first half dozen or so stages over a very long evening. Just that first level took up a good fourty five minutes!

> **"A well presented and fun game"**

The humans, for their sins, are simple creatures, yet able to put their limited skills to good use. At any stage, they can stand on top of each other, somewhat precariously at times, to form towers which the final human can climb in order to reach a platform. They can also pick up spears which they can throw or use to pole-vault; ropes, which they can drop down for the other humans to climb; and torches, for igniting bushes or brandishing at oncoming enemies.

Each level requires you to solve problems and get a certain number of humans back to the warmth and comfort of their caves. Along the way, you will confront other neanderthals, a plethora of traps, captured human held between spikes and other primitive, yet effective pitfalls.

Completing a level is easier said than done! There are a certain number in your tribe and, whilst some are expendable, you have to be careful not to let too many lose their lives otherwise you won't have enough humans to be able to build human towers high enough to allow you to get off that level. You only ever have five humans on screen; the remainder are little more than a figure in the bottom right corner, only coming into play to replace any that have perished.

Also, Humans can't fall too far otherwise they end life as an ugly splat on the ground. They're able to throw the different items to each other but their strength and power is limited. They're very much like Lemmings, only these guys don't walk around mindlessly — movement is through joystick/keyboard manipulation only.

One of the problems with games of this genre — *Lemmings* aside — is that the levels tend to become rather repetitive (*Krusty's Super Funhouse* springs to mind). However, the variety of items and the skills which the humans employ when in possession of them allow the levels to remain fresh and interesting for a while at least. Best of all is the Witch Doctor, who provides wheels, fire, spears and ropes in return for the sacrificial slaughter of a nearby human. It's worth getting him to cast his magic just for the effect!

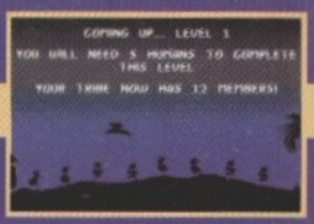
A few complaints, though. It's far too difficult to get started — fair enough, value for money is assured, yet I do think the difficulty level is set far too high. A challenge is all well and good, but if you're of the impatient type you'll probably end up flinging this around the room as *Humans 2* is guaranteed to take you to the end of your tether! It happened to me and it wasn't a pretty sight!

Graphics in *Humans 2* are pretty good, while there are plenty of varied sound effects. With the gameplay, *Humans 2* is a well presented and, ultimately, fun game, but does tend to be on the time consuming side. As such, it will appeal most to puzzle fans.

Chris!







S 2 LEVELS





Humans 2 is truly jurassic — you will have to spear dinosaurs or fight them back with fire or you'll be eaten!



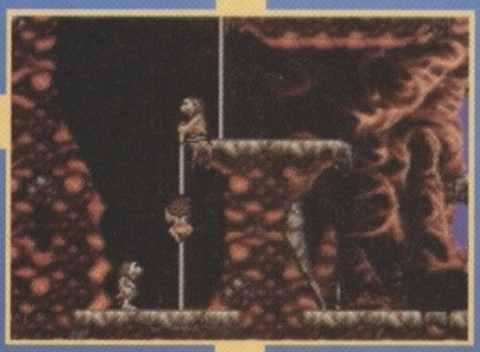
You'll also have to rescue fellow humans. They'll then join your tribe and help you complete the level.

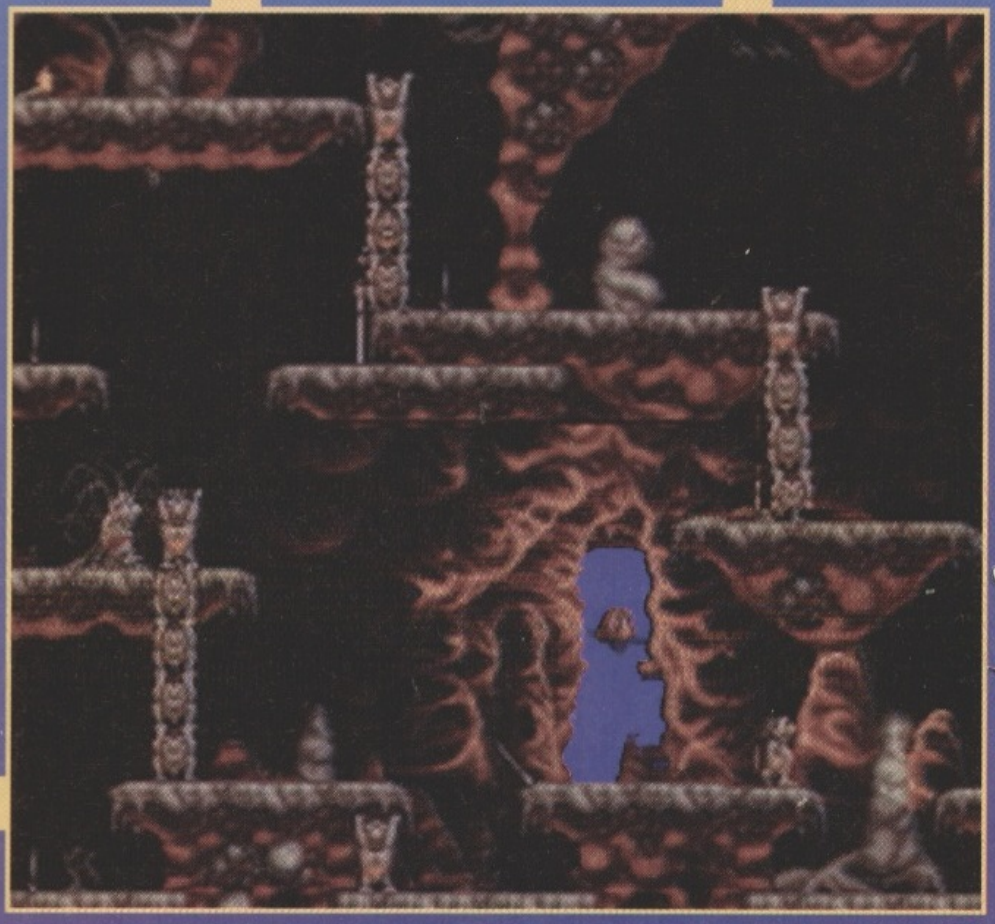




Tip time!

■ On the first level, you need to get the rope from the top of the screen before getting the flame on the top left. Only then can you burn the bush blocking the exit on the top right section.





amiga FORCE Rating!

■ DEVELOPERS: IMAGITEC



■ DISKS: 3
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: NO
■ HD INSTALL: YES

■ Because of the difficulty level, it's really one for the die-hard fanatics only.

75

Reviews!

Rich pickings!

EUROPEAN CHAMPIONS

Ocean Software
£25.99

Originally planned as *Premier League Soccer*, Ocean found themselves priced out of the market by those fan-loving bods at the FA; now we have *European Champions* instead. Can't complain too much, though — at least this allows you to choose teams from five countries, and, anyway, the FA would probably have restricted the game to SKY subscribers only if they had granted the licence.

European Champions is essentially similar to the *Sensible Soccers* and *Goals* of this world, only with a more 'arcadey' and, well, Ocean feel to the whole thing. It also bears more than a passing semblance to *Emlyn Hughes International Soccer*.

> "A competent soccer game"

Ping Ping!

During play, you opt for a overhead view or side-on perspective. Our preference is the side-on perspective; not only does it look better, but it allows more flowing football (something which us Arsenal fans cherish). Control is unorthodox but, ultimately, quite effective. There are two ways to pass the ball — you can hold the fire button and guide the on-screen cursor, or, alternatively, you play a 'ping' pass. This allows you to play effective one-touch football, guiding the pass towards the player with the halo atop his head. Shooting's simply a matter of holding the fire button, determining the direction of the shot and letting fly!

One-touch-football is also possible; pressing the button while the ball is in flight will cause the player who receives the ball to either knock it on or head it goalwards. When a player is running, you can't just turn on a dime; instead, he must slow down and turn through 180 degrees. Fortunately, this doesn't slow things down too much.

Options galore!

A wealth of options adorn *European Champions*, with friendlies, cups, six different leagues (Premier, Italian, Spanish, German, French and a mixed Ocean league) plus replays, a tactics editor and even definable referees (from lenient to strict). Matches can be played against the computer or another player; alternatively, team up and take on the game's very best in Lazio or Barcelona.

European Champions ain't no *Goal*, but it's still a competent soccer game. Yes, the overhead perspective is dire, but the side-on angle makes up for this. Despite it's aspirations to add realism, *European Champions* has more of an arcade flavour, which extends its appeal beyond that of hard-core soccer fanatics.

Chris!



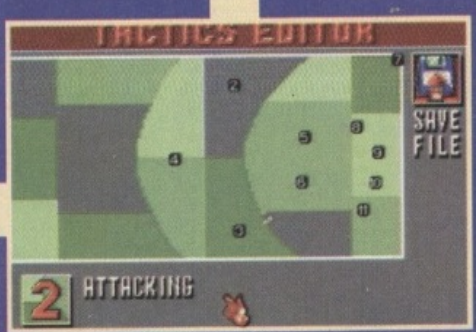
Ht was a blatent foul! Penalties are the worst aspect of EC — we've yet to see one even go in!











Tip time!

One-touch football is very effective — try passing to feet so that you can kick the ball towards goal.

amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- FOOTY SIM
- 1200 COMPAT: YES
- HD INSTALL: NO

Not the best soccer game ever produced but still worth a look if you're in to such sims.

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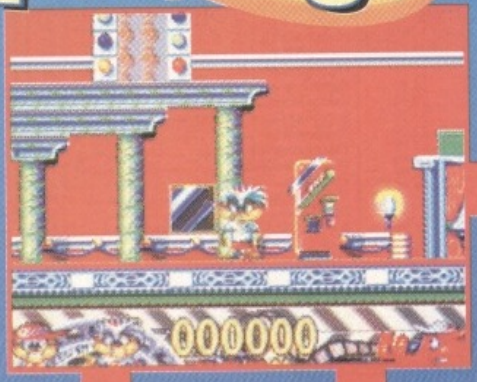
3.5" BLANK DISKS

	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (BOXED)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
20	14.50	19.50	11.99	15.50	10.99	13.50
50	35.00	47.50	26.00	37.50	23.99	32.50
100	65.00	95.00	49.99	72.99	44.99	62.99
200	125.00	190.00	94.99	141.99	83.99	121.99
500	300.00	470.00	219.00	350.00	199.99	287.50
1000	580.00	930.00	419.99	680.00	369.99	550.00

3.5" RECYCLED - LOOSE

10 4.50 20 8.50 50 17.50 100 35.00

OSC









Oscar has one mean wardrobe — from cowboys to soldiers, he's the ninety's version of Mr. Benn. The animation's better too!



Flair Software £25.99

It's claimed that Oscar will be to the Amiga what Sonic is to Sega — a brave statement indeed! Oscar is from the Trolls; now he's in the limelight of his own game, set to be packaged with the CD32 and A1200 no less. Oscar is an agile little chap, full of bounce and attitude. His task is to search through the seven magical film worlds, accessed through an enormous multi-screen cinema complex, finding the required statues of himself before grabbing the clapperboard to end the level.

The first 'world', Sci Fi Encounters, has Oscar leaping past space ships as he searches for those little Oscars. He needs to use a variety of platforms, springs and lifts to reach the elusive statues and, in true Sonic/Mario style, his best form of attack is to jump on the heads of the oncoming enemies. Certain foes reveal bonuses, while he can also collect a yo-yo for use as an extra attack, speed up boots to, well, speed up, potions to render him invisible and more besides.

32-bit thrills

Oscar has a serious ego problem — leave him standing still for too long and he'll face the screen, cross his arms and start to make faces at you! The sprites are rather cool throughout, making full use of the A1200's colour capabilities (indeed, the main sprite runs in the 32bit mode), while the backgrounds suit the action, being detailed, bright and colourful. Snatches of speech and great sound fx brighten up the air waves, although the soundtrack sounds like elevator music!

> **"The backgrounds suit the action"**

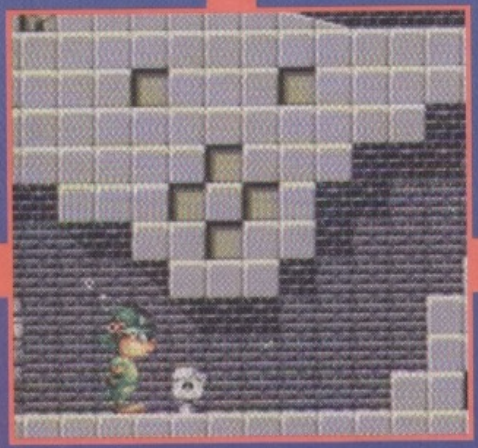
Flair are drawing much attention to the fact that Commodore are packaging *Oscar* in a similar vein to the way that Nintendo treat their Italian plumber and Sega their blue hedgehog. On the comparison front, *Oscar* is closer to Sonic in terms of attitude and gameplay — he rushes around each of the levels, skirting over platforms and picking up bonuses — but this doesn't set out to emulate any other game; instead, *Oscar* brings with it enough of its own style of gameplay to stand on its own two feet. Or paws as the case most definitely is!

Get your yo-yos out!

Oscar is a testing platform game with plenty of leaps and swift manoeuvrering required even on the first few levels, but it's also rewarding. As Oscar progresses to new worlds, his guise will change. There's the Western level in which he dresses up as a Mexican bandit to take on the outlaws, walking cacti and vultures, while he dons a Dracula costume to face the weird and wonderful collection of beasts in the horror level. There are three areas to each world along with bonus and bogus levels, which you enter if you collect the letters.

I've got to admit, I had my doubts about this spikey-haired fellow, but he's come through with guns-a-blazing and rep intact. Okay,Oscar may not be as big as Sonic or have the aura of a Mario game, but this is still one of the better platformers on the Amiga 1200. There will also be a 500/600 version which retains all the levels, while the CD32 has two extra worlds and plenty of front-end special additions. We'll look at those when they arrive; until then, we'll pass the time of day quite happily with this particular Oscar!

Ian!

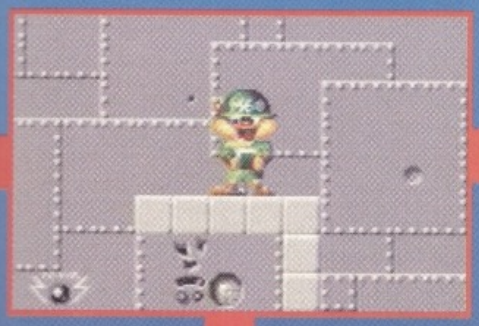




A1200





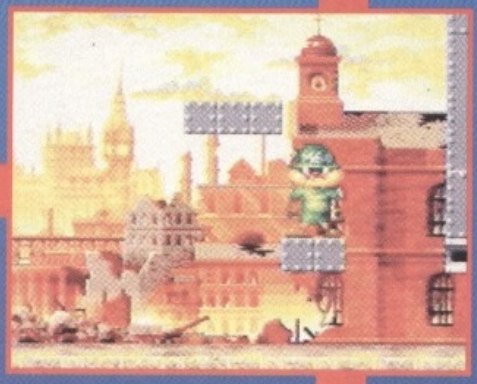


Tip time!

If you hit a dead-end, then all may not be lost. If you have the yo-yo, try bashing the wall with it — occasionally, this will allow you to break through and continue on. If you don't have a yo-yo (an essential fashion item, you know) the search the immediate vicinity — invariably, there's one lying around.







Ian!

■ Mario for the Amiga? Not quite, but *Oscar* is still a terrific game in its own right.

If there's one thing going for this game then it's the variation. Oscar has a different outfit for each world and, while this doesn't affect his abilities, the enemies and obstacles change accordingly. This gives it the Mario-like appeal where you keep on going just to see what happens next!

The controls aren't all that they could've been. You have no control over the height of your leap, making accurate jumps onto moving platforms or lifts a right pain.

Generally, though, this is a hot, hot game — if you are looking for something similar to the platformers found on the consoles then you won't go far wrong with this. ■



Stand still for too long and Oscar will start pulling faces or giving you the thumbs up! Not a pretty sight...

As Oscar has little in the way of protection, he has to rely on his agility to get him out of scrapes. Leaping on the enemies heads is pretty effective, though.





amiga FORCE Rating!

■ **DEVELOPERS: IN-HOUSE**



■ **DISKS: 3**
■ **PLAYERS: 1**
■ **GENRE: PLATFORM**
■ **1200 COMPAT: YES**
■ **HD INSTALL: NO**

■ **Plenty to please platform fans with numerous levels to keep you guessing.**

88

Reviews!

Budget bargains!

Tip time! Try to find some old cartoons — they're far more interesting!

Collect the diamonds, jump around a bit, get bored out of your mind, turn off.

Budget!









Ian! ■ What a travesty! Even when you consider that this is aimed squarely at the under twelves, it's still a missed opportunity and a dire game. Just because it's crap doesn't mean that your kid brother will want to play it! ■

HUCKLEBERRY HOUND

The platform action really falls short of the mark.



■ Alternative Software, £TBA

"Oh my darlin', oh my darlin', oh"...dear. *Huckleberry Hound in Hollywood Capers* is the latest Hanna-Barbera license to grace Amiga screens.

Just what is Huck doing in a video game? A very good question indeed. It appears that Huck's latest movie has been a real hit with those people that hand out Oscars, which he won in bucket loads. However, Wee Willy, the young scoundrel, has nicked them all along with a load of fake diamonds and scattered them far and wide across Cartoon World. These diamonds are required for the next film in which HH is to star so it's just as essential to retrieve these as it is to find his Oscar awards.

> **"Graphically, it's dire... steer well clear"**

A Postdog knocks twice...

Huck's task involves climbing up each level, across platforms, conveyor belts, and sticky and slippery areas, collecting the items and avoiding the nasties. Huck has little in the way of attacks, relying solely on his less-than-acrobatic jumping ability. Hearts reward you with extra lives; the statues with limited invincibility.

Simply leaping upwards and around each level eventually becomes a very monotonous affair. Huck's lack of abilities coupled with repetitive landscapes and gameplay combine to make it very difficult to keep enthusiasm high. The Underworld is the setting for Huck's initial escapades — five levels of repetitive gameplay later and you're rewarded with a bonus level, which simply is a race against the clock; collect all of the items before the time runs out and the points are yours. The Sea World looms next; it's uncannily like the first batch of stages yet twice as dull.

To be quite honest, I never really expected much from this license anyway. Graphically, it's dire — sketchy backgrounds, terrible items and almost laughable animation on Huck make this a real visual turn-off. The music just grates and the sound effects consist of pings, bangs and the odd spot effect. However, these are only heard when the music's off — thank heavens for small mercies.

Even if you're a real Huckleberry Hound fan of old, you won't find much in the way of nostalgia here. Steer well clear. ■

Chris! ■ Dismal, even for a budget game. Even many of the PD games better this.

amiga FORCE Rating!



■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: NO

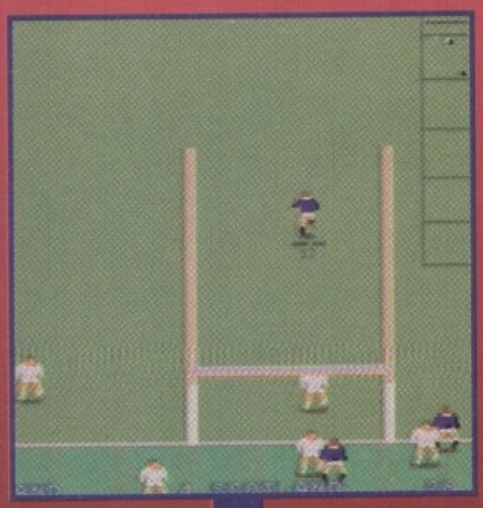


21

Budget bargains!

WORLD CLASS RUGBY

Budget!







Tip time! Getting used to the controls takes some doing, so play a few friendlies before entering the larger league or cup.

Audiogenic £14.99

Rugby's always seemed to be a sport created as an excuse for the real action in the bar after the game. The beer swilling, raucous singing and, well, disgusting, vomit-inducing shenanigans have always appealed more than the brutality of the game itself. However, from the safety of my comfy chair in front of the monitor, I've been seduced into the delights of the rough and tumble world of rugger by the re-release of Audiogenic's well-designed simulation.

World Class Rugby never attempts anything flash or clever. Instead, rather like the glorious *Kick Off*, it relies on the quality of the gameplay to overcome any graphical deficiencies. The same goes for its sparse use of sound. A few bleeps here and there that sound vaguely like the grunts and groans of straining fat blokes are about it. Yet despite this, the game's strangely addictive. I became determined after a few goes to win the World Cup for Queen and country!

> "succeeds in grabbing the player's attention."

Scrum down

Getting into the game's simple. Just decide on a skill level, select the type of pitch you want to play on and the length of the match. All you have to do then is choose a team and decide on the competition you wish to enter. The choice is between the Five Nations Championship, the World Cup or a one-off-friendly. The World Cup begins with a league table format. Each league contains the teams that competed in the last World Cup, which was around the time this game was originally released.

Anyway, to play the game takes little practice. The rules are the same as for the real McCoy, the only exception's your option to instruct the computer to ignore off-sides and knock-ons.

You control the player nearest to the ball, and, depending on whether you're attacking or defending, he can throw the ball, kick it, run with it or make diving tackles. When a player's tackled the result's usually a ruck. To come out of the ruck with the ball, waggle the joystick to build up your pack's strength and overpower the opposition.

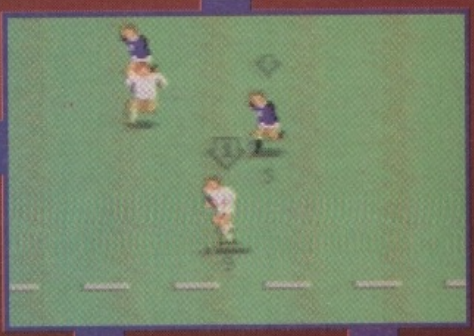
The same principle's true in the scrum, although there's also a choice of plays. Select one of these to trick your opponent. The first few moves of the play are controlled by the computer, watching these is great fun as some of them are really cunning. You can't sit back too much,though, as control swiftly returns to the player.

As I mentioned earlier, the game never messes about with cosmetics. Unlike the acrobatics in most soccer simulations, there are no celebrations in *World Class Rugby* when a try's scored. Rather like the real game, the players just brush themselves down and get on with it. The only form of gloating's provided by the extensive replay facilities. You can save your favourite plays, view them from a number of perspectives and create a library of your all-time classic tries.

This is a sports simulation that succeeds in grabbing the player's attention. At this bargain basement price it's definitely worth a look, even if, like me, you're not a great fan of the sport. *World Class Rugby* may not be the best sports sim ever, but it manages to bring the atmosphere of the game to the Amiga. All that's missing is the beer in the bar after the match!

Chris!

Ian! This is one of those games that grows on you. On loading it the omens looked bad. There was little in the way of graphics or design to get the juices flowing, and even less on the sound effects front. However, if you give the game a chance you'll be pleasantly surprised. The gameplay's actually fairly addictive. This will never be the first game I grab, or the second for that matter, yet it's good fun. Okay, *World Class Rugby's* nothing to get over-excited about, but it's a nifty little number that'll pass the time of day.







amiga FORCE Rating!

The fact that it's different only serves in its favour. A great game for a great price!

79%

Budget!

Budget bargains!

THE MUNS



"Dad won't be too chuffed"

JAWS

Alternative
£4.99

Just when you thought budget games had improved, along comes *Jaws* and you're left questioning the blighters all over again! Basically, *Jaws* puts you in the role of Brodie, the chief of police, charged with the task of ridding the islands of the great white shark. While travelling through a reef, he loses the gun necessary to take out Jaws. With a crew of divers, he has to travel across sea, shutting down beaches at risk from the shark until his divers have found the gun. Then, and only then, can he enter into a final battle with Jaws.

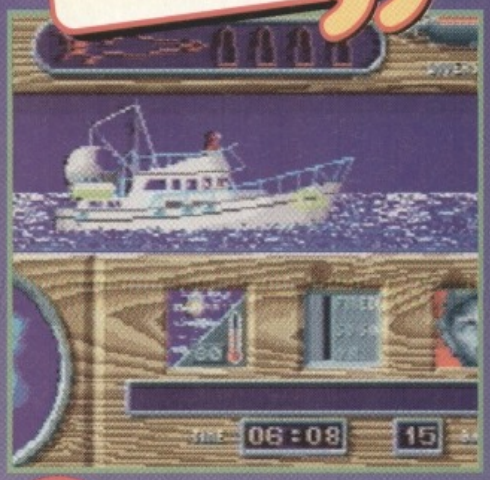
Unfortunately, this plays every bit as bad as it reads. You find yourself navigating a boat through dull waters, diving deep into the ocean with your divers to face fish and the like all firing at you, while one contact with an underwater foe results in a sudden death.

"Even the graphics and sound suck!"

A Monster Splash

Even with the hole-ridden plot, it should've been possible to create a decent game based on the early Spielberg movie. This, however, is a mish-mash of bad ideas, thrown together with loose connections to the film, the shark itself and far-from-moving music. There's no atmosphere whatsoever; this is little more than a shoot-'em-up with a map.

Chris!



Ian!

■ For some reason, I had high expectations of *Jaws*. However, such optimism soon ended when I found myself playing what amounts to little more than a lifeless blasting game and one which requires a lot of dull exploration at that. There are few redeeming features; even the graphics and sound suck! 'Dad' won't be too chuffed if he buys this, let alone others.





Tip time!

Keep checking your map, watching out for any imminent shark attacks on the surrounding beaches. Too many deaths and your job is on the line.





amiga FORCE Rating!

■ **Hardly lives up to the standards of the film's director.**

33

STERS

Alternative, £4.99

The Munsters is another member of Alternative's new Dad's Range (I still think that's a weird concept to market a set of games; I mean whose dad would want to play these wretched titles?). This really is little better than an eight bit game.

For what it's worth the scenario is as follows — the Munsters' home has been invaded by ghouls, zombies, vampires and ghosts. The reason for this is simple. The Devil reckons that the family are just too nice so they need to be taught a lesson in terror from a past master. Old Nick has kidnapped the beautiful Marilyn. Remember her? She was the babe in the original series. Now the rest of the family has to save her.

Search the ghost-ridden mansion for the little sweetie, killing the ghouls as you go and making sure your energy level is topped up. Collect mystery objects on your travels to aid you when the baddies get too bothersome. However, you'll have probably dumped this tosh in the bin long before that happens!

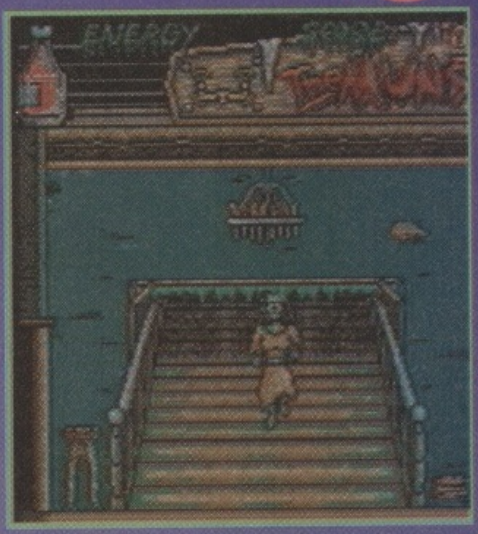
Herman's horror!

The first thing to depress you is the theme tune. The Munsters' original music is recreated, but it's so annoying it'll have you pleading to be tone deaf. The gameplay is jerky, with appalling scrolling problems on the stairs, while the graphics are a waste of space. Once again spend your pennies elsewhere. Even Herman would cringe at the ugliness on display here!



amiga FORCE Rating! 43

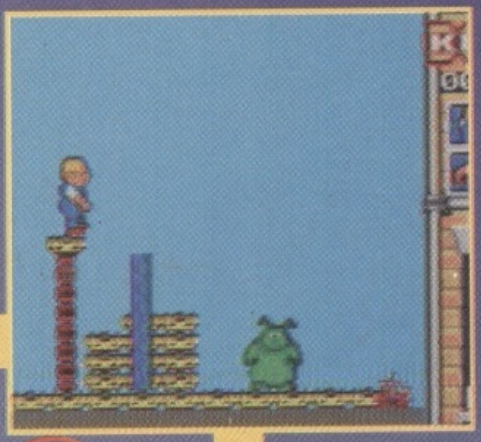
■ Neither amusing nor interesting, much like the aged TV program itself.



HIGH STEEL







Alternative £4.99

Put on your hard hat, show off your designer workman's bum and pack your sandwich box. *High Steel* takes you onto the Amiga building site, but once you're there you'll wish you hadn't taken the trouble.

Like the other games in this spread, *High Steel* is packaged as a game suited for all the family. It's being marketed as part of a Dad's range. However, it's not worth a look even at just under a fiver. Your dad would be better of buying a couple of pints, rather than this rubbish.

Whistle while you work

The idea is simple. You have to build five floor segments, being sure to lock your girders into the correct place. A crane delivers supplies to the player; these include building materials, food and drink (Eat your Mighty White to keep the workers' strength up!) In between your tea breaks you collect the girders, fit them in place and then build on top of them. Create five floors to complete the level.

Climbing the heights

To impede your progress all manner of beasties destroy the building. These include Gremlins, or rather round splodges that struggle painfully across the screen; Spitters, that spit acid at the player and banana skins, yep you've guessed it, they make you fall over.

It's all about as exciting as watching paint peel. Come to think of it, a white-washed wall probably looks better than this! Awful, ugly, 'horrible — you name it this game is worse. Poor graphics, naff sound and no redeeming features. Tell father to spend his hard-earned dosh on

Chris!

Budget!

Oh dear, yet another sorry excuse for a game. Nobody can seriously consider this any fun: with its crude graphics and non-existent gameplay, it's a horrific game even at this cheap price. I hope none of you bother with this or *High Steel*. You'll live to regret it I promise you. Appalling graphics and the dubious honour of having the most irritating soundtrack of the month are simply two more poor features (Come on Ian tell us what you really think! — Ed). I implore you to find an alternative!

Ian!

Ian!

■ I can think of nothing positive to say about this. Even at the rock-bottom price of £4.99 it's not worthy of a passing glance. *High Steel* starts badly because it looks nasty and sounds terrible. Unfortunately it goes downhill from there. You can't excuse this pile of smelly stuff just because it's dirt cheap. There has to be some element of addictiveness and playability. Sadly there isn't. Avoid this like the plague!

amiga FORCE Rating! 29

■ A black day for budget games everywhere. Back to the drawing board methinks.

Public Domain! Going

It's big, it's brave, it's bold and it's back! Ian 'We want four!' Osborne has been scouring the PD and Shareware scenes and discovered an amazing wealth of brand new titles...

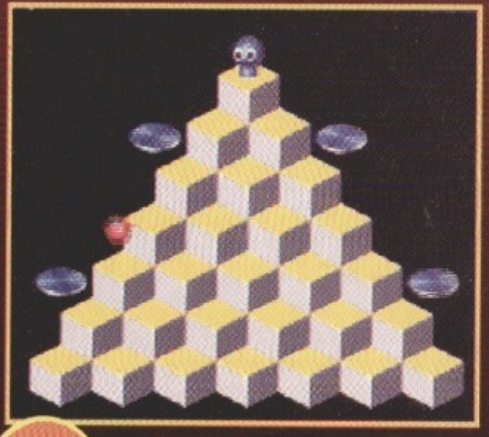
Q-BIC

Boot-Up PD (Charityware)

Another PD conversion of an eighties coin-op, *Q-Bic* is a blatant 'tribute' to the ageing classic *Q-Bert*, and a near-perfect one at that.

Set on a pyramid made of rows of cubes, your task is to leap from one to another turning them a different colour as you go. Win them all, and you move onto the next level. Various baddies pursue you on your quest; come into contact with one and it's lights out. Make sure you don't fall off the edge of the pyramid either.

My main beef with *Q-Bic* (and indeed it's coin-op inspiration) is the control method. Because the cubes are set diagonally to the screen, pulling 'down' on your joystick moves your dude 'down and left', push 'right' and he leaps 'right and down' etc. I spent a lot of time falling into the void because I misinterpreted the joystick commands. Still, if you're not as crap as me you'll find this a real treat - it's a near-perfect conversion of the coin-op.





TRANSPLANT

Alpha PD (PD)

No hype, no lies and most definitely no ulterior motives — this is one of the best PD blasters EVER!

It's based on the simplest of ideas - rotate your ship asteroids-style, and blast the host of enemies thrown at you with reckless abandon. This is no clone with knobs on though. Instead of rotating your ship in relation to the screen, the screen itself rotates leaving your craft facing 'up' at all times. Sounds confusing, but rest assured it works. An Asteroids-esque thrust function is also utilised, but with little or no inertia. Indeed, ripping through space and steering your craft is much easier here than in the eighties coin-op, which is just as well – after the first level the bloodthirsty boulders are joined by all manner of marauding spacecraft, and later still static guns. The further you get the harder they become.

Blast away all the rocks and rocketships to complete the level and you're offered the chance to buy more ships or upgrade your firepower, shields and agility before battling your way through the next. At the end of the game you also get a passcode to prevent the early levels getting boring.

It's difficult to put your finger on exactly why *Transplant* is so darned good. Maybe it's the deceptive simplicity of the gameplay, or the excellent graphics and silky-smooth action. Perhaps it's the attention to detail, with blinding explosions and great incidental music. The game's only real fault is it leaves you in the dark about how to splash out on a power-up (it's the function keys F1-F4), but now you know there's no excuse at all for not owning this portion of PD perfection.



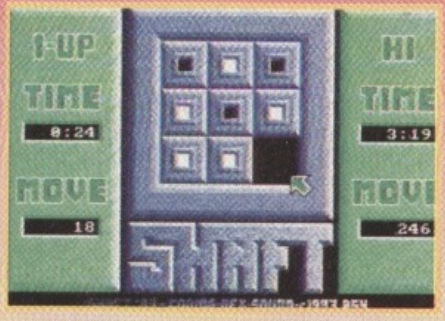
CLI-TRIS/SHAFT

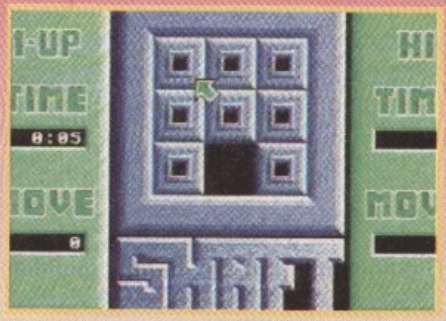
Alpha PD (Shareware)

No marks for originality here (except for the zit-poppingly suggestive title) but what it lacks in ideas it more than makes up for in polish. Despite the title, *Cli-Tris* is actually a *Columns* clone. Guide the falling blocks (which drop in columns of three) in such a way that when they hit the deck you link three or more squares of the same colour. You can rearrange the order of a falling column by hitting fire.

Although nothing new (to say the least!) *Cli-Tris* wins out on sheer attention to detail. The controls are silky-smooth, four skill levels are on offer, and you can even choose from the various rave soundtracks on offer, all blatantly ripped off from hit singles. If you're looking for a *Columns* 'tribute' check this out.

And *Shaft?* It's one of those nine-square slidey-puzzle things but without the picture - you can only tell when the identical squares are in place because a white light appears in the centre. I hated it, but when it's packaged with a quality game like *Cli-Tris*, who cares?

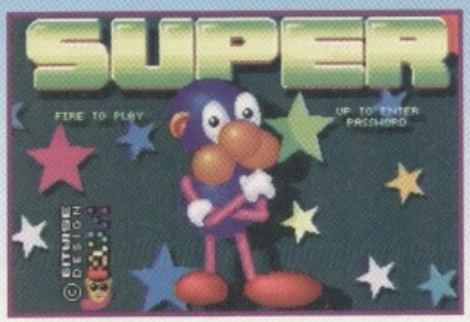




Public! Public Domain!

SUPER BLUKID

Boot-Up (PD)



When we said it's been a good month for PD we weren't joking, folks - this snazzy little platform outing is better presented than a lot of commercial games.

You play the blue marvel of the title, and must work your way up the maze of platforms opening treasure chests as you go. The chests contain a number of point-scoring icons and power-ups, but more importantly opening all the chests allows you to get to the next level - if you can make it back to the now-open exit before the time limit expires.

The presentation is nothing short of amazing, with a brilliantly animated main sprite rushing around a cutesy parallaxed world reminiscent of the toy level of Flair Software's *Trolls*. Passcodes are available, a simple yet effective boon that many game designers (PD or otherwise) leave out. To help him on his quest Blukid has a number of devices at his disposal.



Pumping up a balloon lets him float to higher platforms, umbrellas allow him to fall any distance without injuring himself and he can even use a gust of wind to his advantage. These effects are useful but limited in number — run out and you could find a level unfinishable.

Super Blukid suffers a little from repetitiveness. You can't die — falling too far just stuns him for a while, wasting precious time, and there are few if any baddies to contend with. You won't be playing for ever, but it's sheer 'wow — look at that' factor makes it worth a few flings. Don't expect this year's *Rainbow Islands* and you won't be disappointed — it's a cool game in its own right.

THE REAL POPEYE

Boot-Up PD (PD)

Have you a friend who constantly raves about the eight-bit days? 'You couldn't hide bad games behind good graphics', he wibbles. 'The games of yesteryear were really good'. There's some truth in this, but there was dross about in those days too - it's just been buried in the mists of time, leaving the genuine classics unblemished. If further proof is needed, check out this



latest Bignoia conversion of a C64 outing.

Like most Bignoia games you can opt for C64 or Amiga graphics, though even the modern version looks dated. The sprites are okay, but animation and scenery has come on a long way since this was designed. The gameplay's pretty terrible too. Guide Popeye over a very restrictive single-screen platform contraption, avoiding Bluto and his monstrous missiles while grabbing the hearts dropped by Olive Oyl. I can see how in might've been a minor hit in its day, but time has not been kind.

If you owned the old C64 version and want to see just how easily pleased you were in those days, give it a go. It's okay as a piece of nostalgia, but it's no game.

INSECTOIDS 2/ ZOMBIE APOCALYPSE

Boot-Up PD (Compilation)

Not a bad little two-game collection at all. The games on offer both take a new look at classic coin-ops, and both are fair games in their own right.

Insectoids 2 owes more than a passing shot to *Galaxians*, but instead of starting each level in formation the aliens swoop down in waves, hurling shells as they go. When in formation they wobble from side to side and break rank to fall

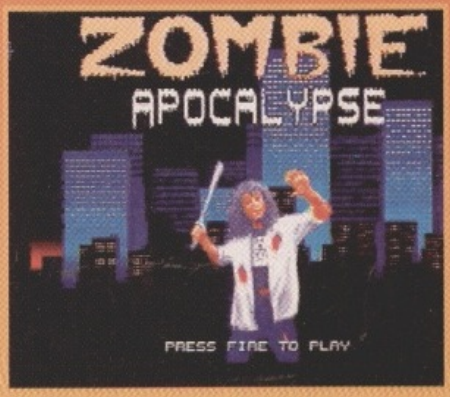


on the unwary player, all set against a downward-scrolling starry backdrop.

Standard space invader-esque saucers fly across the top of the screen, but if you succeed in blasting one they drop power-ups for firing speed, extra guns, a free life, etc. Look out for bonus rounds where lines of baddies zip across the screen in tight formation - blast as many as you can for extra points.

The game has all the simplicity and charm of an early coin-op, but unlike many PD attempts retains that certain something the arcade machines had in abundance. For collectors of PD tributes to early coin-ops this is a 'must buy'.

And *Zombie Apocalypse?* Basically an *Op-Wolf* clone, this game's main attribute is blood by the bucketful (and that's trendy now - look at the hype currently surrounding *Mortal Kombat*). The Zombies don't fire back but if they escape you lose energy - better to blow 'em to bits (and I mean quite literally) before they leave the screen.



The standard *Op-Wolf* power-ups are there - shoot 'em for extra ammo,etc, though the coin-op's variety is missing. It's certainly worth a blast as the graphics displayed as you tear huge chunks from your undead foes have to be seen to be believed, though you won't come back to it too often.

All in all a fine two-game disk.



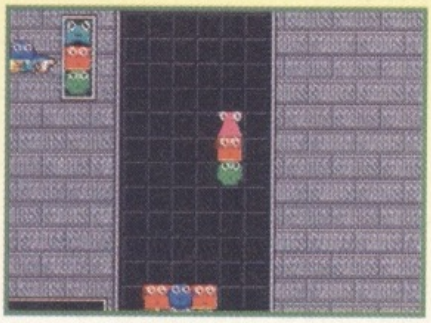
Public Domain!

SQUIGS

■ Boot-Up PD (PD)

Another *Columns* clone, featuring better graphics than *Cli-Tris* (the blocks are cute little creatures rather than coloured squares) but no in-game music. The playing area's taller, making it a little easier, but apart from that it's more of the same.

Doesn't it make you feel sorry for Sega MegaDrive owners, who have to pay cartridge prices for their version of *Columns*? Just a thought...



ASSASSINS 128

Scorpion PD (Compilation)

Does anyone know what that space-age tune on the intro screen is? I haven't got a clue myself, so let's hit the games...

SPACE INVASION

No prizes for guessing what game this arcade outing's based on. It's virtually arcade perfect except for the over-large graphics and the absence of static bases above your ship. The strips of plastic giving the monochrome graphics of the original their colour are replaced by genuine coloured sprites and the backdrop is pixelated too as opposed to painted on the screen - that's progress, folks!

As invader clones go this one's bloomin' good, but do we really need another? If you're after one look no further, but this effort makes no advances over some of the other versions.





DELUXE PAC-MAN 1.4

Without a doubt, this is the best *Pac-Man* clone I've ever seen. It's slick, accurate, and plays like a dream.

For those who've been asleep for the last 15 years, *Pac-Man* sees you guiding a ruptured tennis ball around a single-screen maze full of dots — clear them all to advance to the next level. Four roving ghosts follow your every move, but become temporarily vulnerable when you eat a power pill - use 'em wisely, there are only four available per screen.

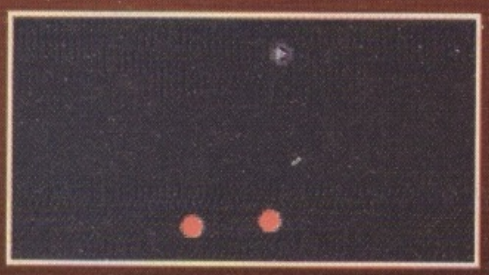
The eighties *Pac-Man* coin-op was arguably the first computer game that was neither a sports-sim (eg *Pong*) or a shoot-'em-up, and became an instant hit in the arcades. The years have taken their toll on the concept. In the original there was a set route to follow on the first screen which resulted in you straight away scoffing half the dots and all four ghosts with your first power pill. I can't see people's enthusiasm for this interpretation extending to finding a similar route, but it's a great conversion - if you want one.

SOLAR WAR

Latest and most definitely least is this two-player outing which has you steering your Asteroids-esque starship around space, blasting holes in your mate's identical craft. Two rotating planets in the centre of the screen introduce an element of gravity.

Although a very old concept, this isn't a particularly good interpretation. The shield that extends around your ship is far more vulnerable to collision than enemy fire, so the majority of battles are resolved accidentally. Ho hum.

CONCLUSION: Two excellent interpretations of oldie-worldie coin-ops and one weak space duel - even with the traditional turkey it's a barg at PD prices.



ASSASSINS 109

■ Scorpion PD (Compilation)

The dulcet tones of the theme from Star Wars lead you into this four-game compilation from the Assassins, everyone's favourite PD compilers.

PSYCHO BLAST

The first of the four games does little to disguise its SEUCK roots, but for once the programmers have done more than ape their fave vertical scrollers - indeed, *Psycho Blast* has no scrolling at all! Instead you're restricted to a small square in the centre of the screen while hordes of obnoxious nasties surround you and pepper your territory with lead.

The game won't keep you playing forever, but the claustrophobic movement keeps you on your toes - an interesting use of SEUCK, if nothing else.

KING HIGH

An AMOS creation, although well presented *King's High* is ultimately pointless. Based on the higher/lower bit in *Play your Cards Right* (remember that?) you're presented with five cards, placed face-down in the centre of the screen. All you have to do is guess (and I mean guess) whether the next card in the sequence is higher or lower (aces low). Complete the series and you enter a fruit machine-style gamble feature, score the required score and you move to an equally pointless routine that's identical except that you're faced with three rows of five cards.

It's not badly programmed or executed, but it's hardly fun.

DELUXE HAMBURGER

This effort's primitive beyond belief. It's basically *Insectoids 2*, but a sauce bottle replaces your laser, the aliens become fast food and they disappear off the screen at the end of their runs instead of finding formation and continuing to attack. The presentation's nowhere near as good either - the background's plain black and there's virtually no animation.

Although you have limited vertical movement as well as from side-to-side (a la *Caterpillar*) this is still a very limited game. The attack waves can only be overcome by finding a 'sweet spot' where you can't be touched. There's one on every level, and as the attack waves soon repeat you'll shortly be beating 'em every time.

THRALLBOUND

The last game on the disk is *Thrallbound,* a graphic adventure from Norway. A text-driven outing, the black-and-white pics are moody and atmospheric and the game as a whole is fairly challenging. You have to type every word in its entirety instead of just the first four or five letters which is annoying, but apart from that it's great.

CONCLUSION: This is an awkward disk to summarise — only one of the games is worth its salt, but most of the others are worth a quick look if nothing else. However, the one good game's an adventure, which some gamesters will never even attempt. Personally I love text adventures so for me at least this isn't a bad disk, but whether you'll go for it yourself is a matter for you.



ASTOUNDING ASSASSINS COMPETITION

100 ASSASSINS PD COLLECTIONS MUST BE WON

Roberta Smith DTP, one of the fastest and most reliable PD libraries in the country, have a little something else for you this month - the chance to win a bumper bargain bonanza and a hundred PD disks. The Assassins have for a long time been the most prolific compilers of PD disks on the Amiga scene, and thanks to Roberta Smith DTP, we've got Assassins collections to give away. And what do you have to do to win this amazing prize? Simple — just answer these questions:

1. **Who did Lee Harvey Oswald assassinate?**
2. **Who shot Abraham Lincoln?**
3. **Who is the only British Prime Minister to be assassinated?**

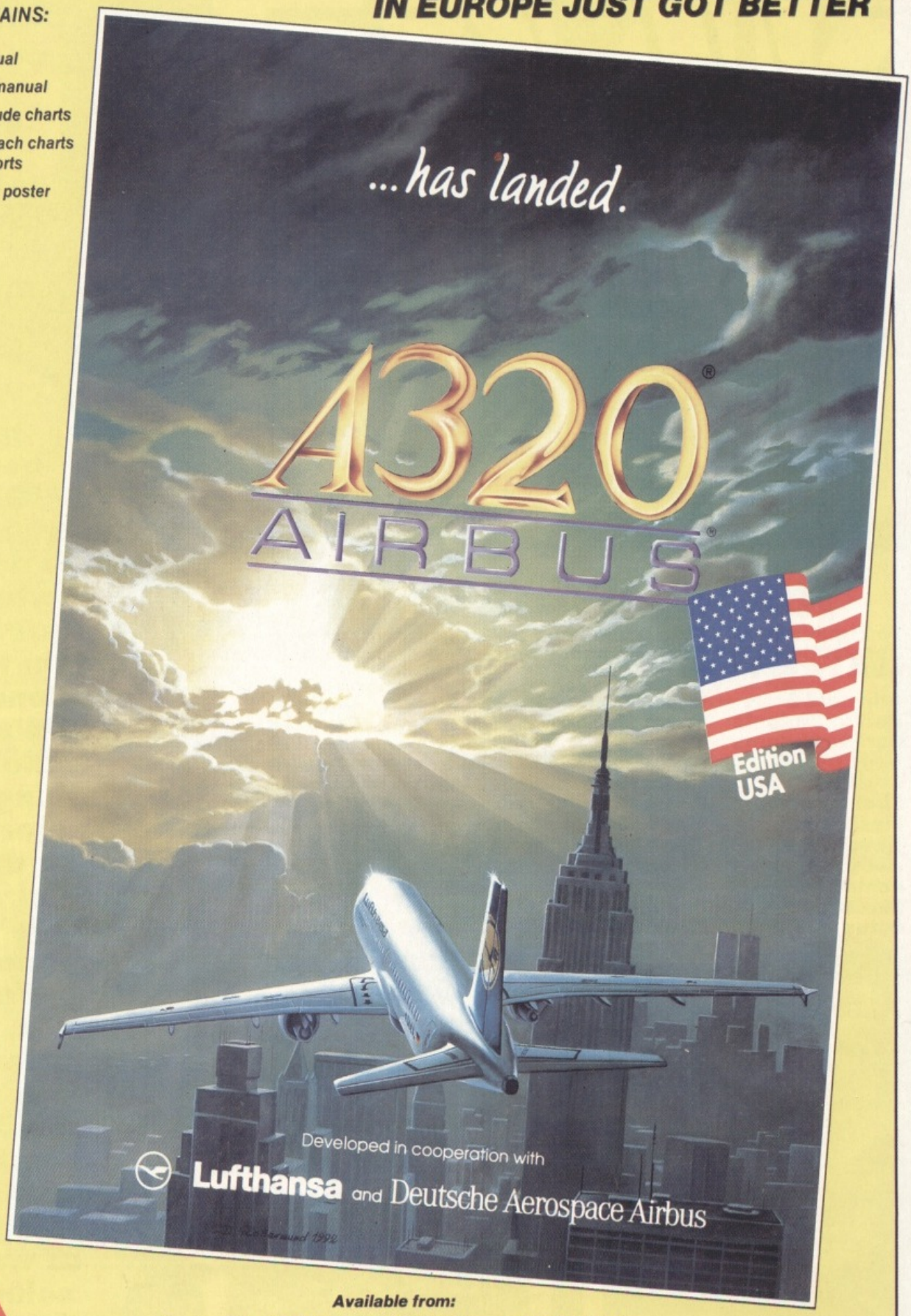
Okay, so the questions aren't that simple, but with a little research you'll soon have the right answers, and a prize like this is certainly worth working for.

Remember the name - Roberta Smith DTP. Even if you don't win the compo, they stock all the Assassins disks and distribute them for the keenest of fees.

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amiga FORCE Playing Tips!

THE TIPS BITZ

One of the games of the year returns to our pages, also going to show that we do respond to your pleas for help. *Flashback* is as tough as it is impressive; to aid you through the more challenging areas, we've put together maps, hints and a final level solution.

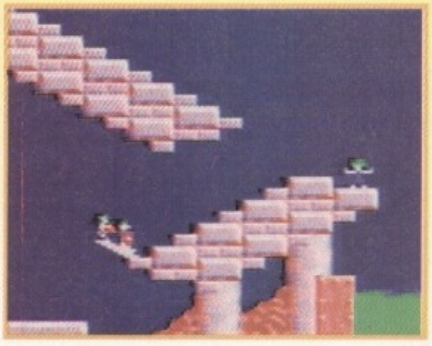
THE COMPLETE INDEX

Your guide to all of the games featured in our comprehensive tips section. Let's face it, nobody does it better than the AMIGA FORCE team!

Arkanoid 3	Cheat 77	Man Utd Europe	Cheat 79
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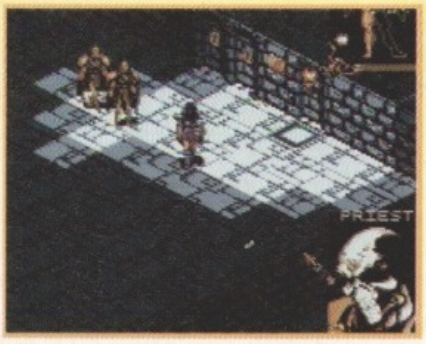
LEMMINGS LIFELINE

Following on from our codes and tips in the last issue, we now bring more help for you hapless Lemmings lovers. Remember, if you are experiencing problems with a particular level, contact the AMIGA FORCE tips team at the usual address.



SHADOWLANDS

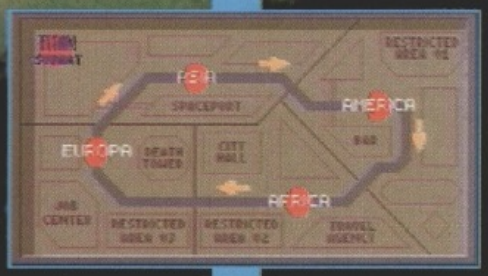
Recently re-released on the Hit Squad label, *Shadowlands* is stumping adventurers left, right and centre. The five levels contain numerous tricks, traps and deadly pitfalls. Discover the deepest, darkest secrets of the hit game on page 62.



The team here at AMIGA FORCE have spent many hours down at the Newton Abbot jobcentre trying to obtain the sort of jobs Conrad himself would undertake while in New Washington. After being ejected from the building and told in no uncertain terms that there were no renegade cyborgs or mutants to be destroyed, we returned dejectedly to our machines and decided to provide you with a complete set of maps to the New Washington level, as well as a solution to those tricky final two levels.

FLASHBACK

NEW WASHINGTON



To gain access to the Death Tower arena in order to obtain enough cash for your trip to Earth, you'll need some false I.D. papers. The place to get these is from a black market forger. Unfortunately false I.D.s don't come cheap so you must take a variety of missions from the Work Agency to earn those vital credits.



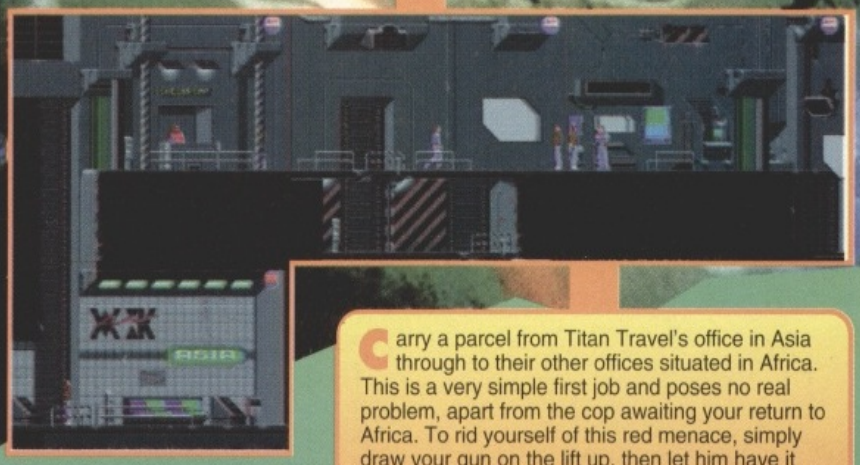
GETTING A JOB

The first thing you do before you take any mission is obtain a New Washington work permit. To do this visit the Administrative Centre situated in Africa.

Speak to the guy at the desk downstairs, he will then call the lift so you can travel to the floor above. Once you're on the top floor, talk to the guy at window B who, after a bit of paper pushing, will open the door for you to see the boss. This is the guy who can hand over the vital work permit; to get it from his sticky grasp you must show him your current I.D.

Once you have a permit, you can travel to the Work Agency in Europa. At the agency, you find a variety of screens. Simply walk up to the flashing one and read the mission and pay details, then insert your work permit to accept the job.

MISSION ONE

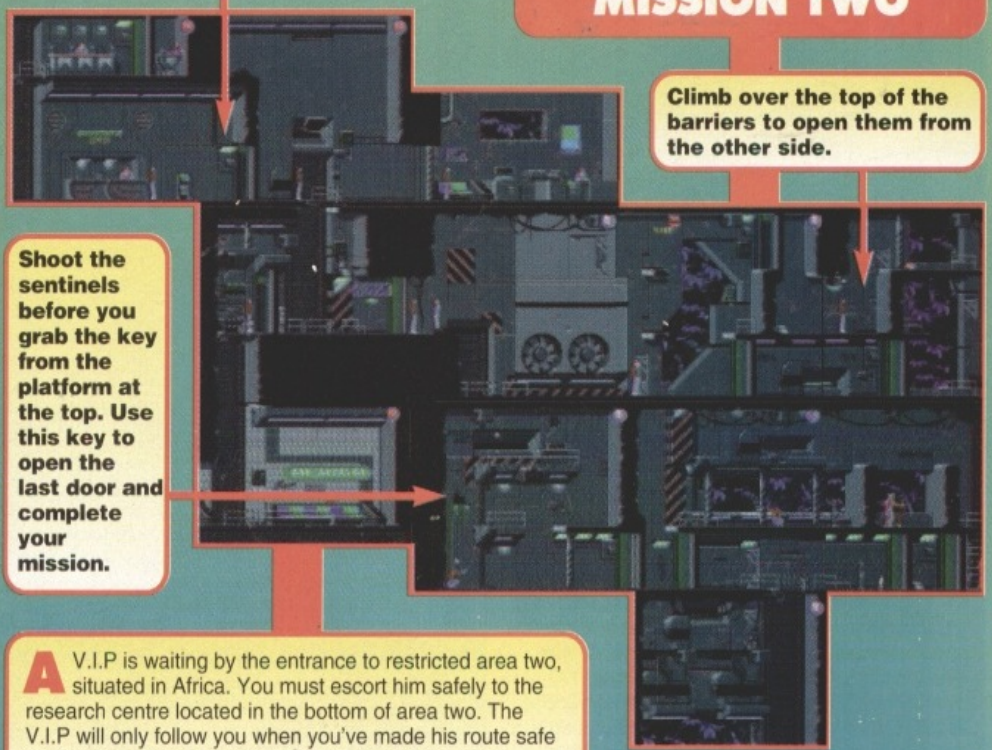


Carry a parcel from Titan Travel's office in Asia through to their other offices situated in Africa. This is a very simple first job and poses no real problem, apart from the cop awaiting your return to Africa. To rid yourself of this red menace, simply draw your gun on the lift up, then let him have it once you reach the top. Remember to stand up and fire when he uses his rocket pack to hover above the ground.

This is the administrative centre where you must obtain your permit before accepting any mission.

MISSION TWO

Climb over the top of the barriers to open them from the other side.



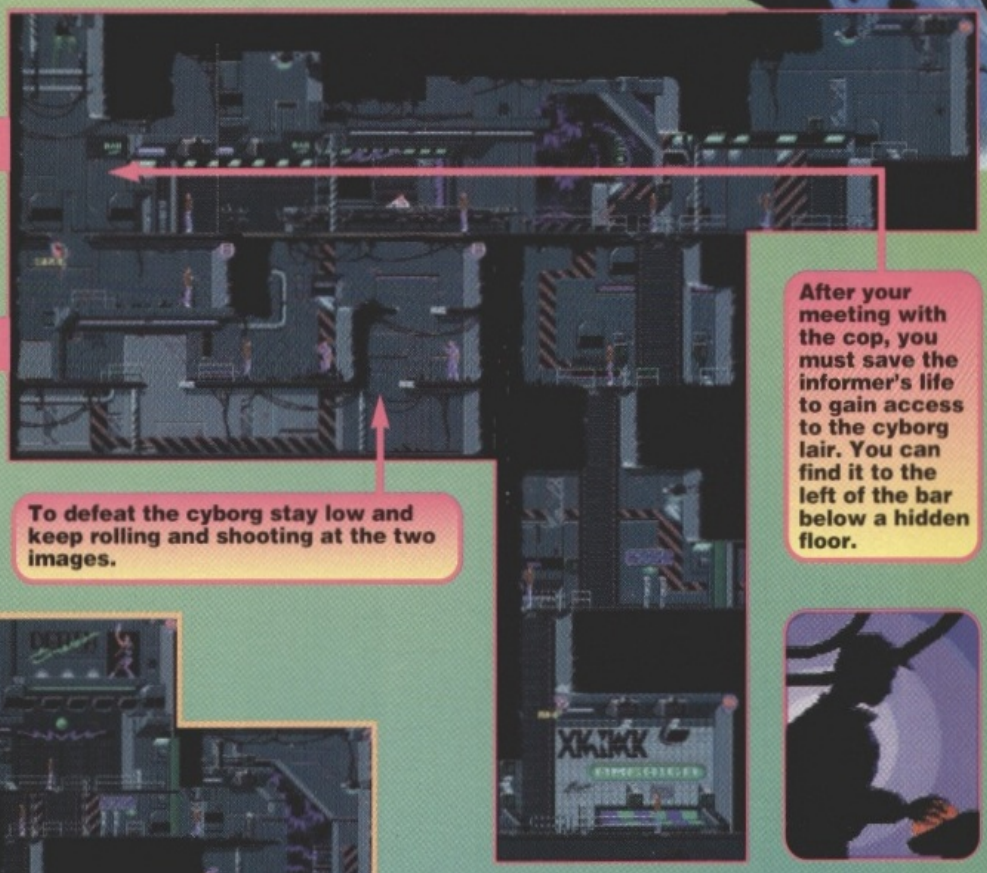
Shoot the sentinels before you grab the key from the platform at the top. Use this key to open the last door and complete your mission.

A V.I.P is waiting by the entrance to restricted area two, situated in Africa. You must escort him safely to the research centre located in the bottom of area two. The V.I.P will only follow you when you've made his route safe for him to continue his journey. Watch out for mutant guards along your journey — shoot the first one to get his door key.

Playing Tips!

MISSION THREE

An experimental cyborg escapes and must be tracked down and eliminated. You're issued with a photo of the cyborg, which you need to show to the man sitting at the table in the American bar. He gives you clues to guide you on the right track to locate the cyborg. Follow his information and that cyborg will soon be a smoking heap of scrap.



To defeat the cyborg stay low and keep rolling and shooting at the two images.

After your meeting with the cop, you must save the informer's life to gain access to the cyborg lair. You can find it to the left of the bar below a hidden floor.

MISSION FIVE





The key for the lower door is hidden on this platform.

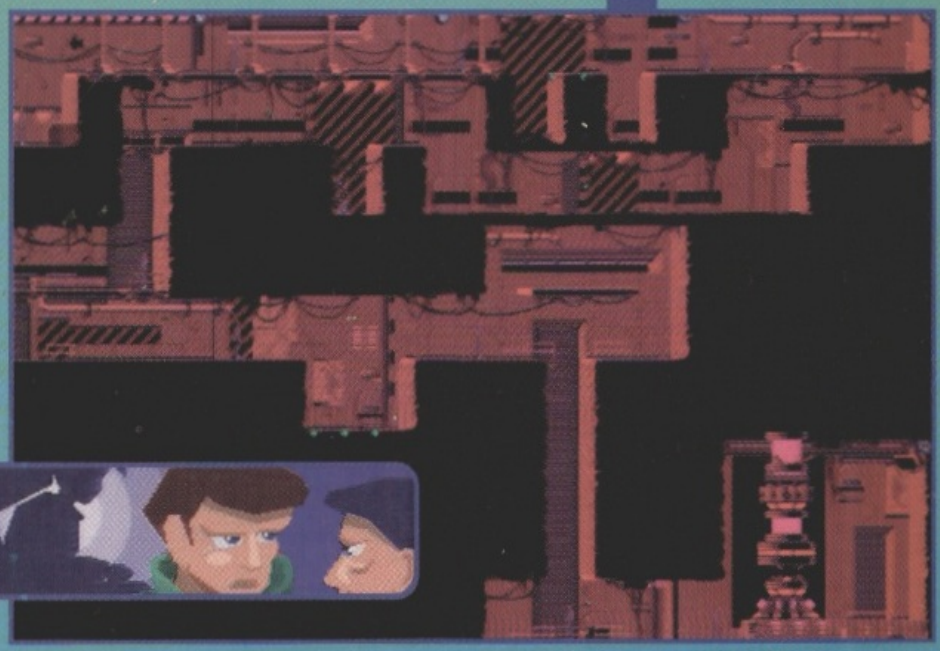
Work your way down to this point, then press the switch to open the door and activate the sentinel. Destruction of the sentinel successfully completes your mission.

A group of mutants infiltrate the city. The city council request that you travel into restricted area three and wipe out anything you discover there before they have a chance to get deeper into the city and harm any of the citizens. This one is fairly straight-forward and is your final mission. Successful completion of this will give you enough credits to pay the forger. Once you have them return to him, then take the papers to the assistant at the Death Tower counter.

MISSION FOUR

This is one of the trickiest of all your missions. You have 90 seconds to replace a computer chip in the city's main reactor.

Follow the map carefully and run every part of the way as time is of the essence; failure will not only result in your death but also in the complete melt-down of the city. On reaching the final reactor room you'll find the fuse in your inventory; place it in the opening located second from the right on the central core system. If you're successful, you'll automatically transport back to the Employment Agency.



FINAL LEVELS

Playing Tips!

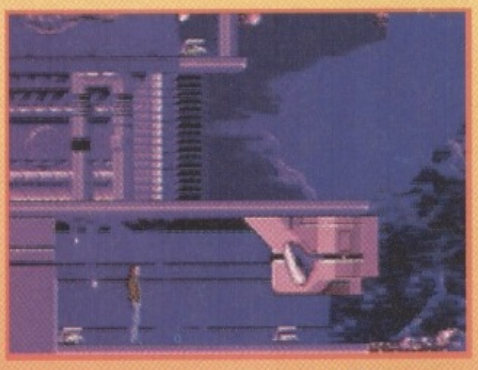
Here they are, the final stages. To complete this level, find the atomic charge and place it in the central brain to wipe out the aliens and save mankind once and for all.

FIRST ZONE

From the start of this level, work your way to the right and kill the alien you find on this screen. Now jump up the platforms and kill the alien on the next screen, continue right and press the switch to open a door on your left.

Go back one screen to the left and take the ground level route to go through the door you just opened, then down on the lift. At the bottom of the lift, hit the deck and roll onto the screen below, avoiding the laser-turret in the process. On the next screen, you encounter an alien. The quickest way to get on even terms in your battle with him is to throw your teleport-receiver to the bottom, then warp down to it and fight him on the bottom level. When you have defeated this dude, walk to the right and pick up the stone before continuing to the left. Don't forget to pick up your teleporter on the way!

Roll under the wall and place your stone on the second pressure pad. This will open the door above which you must go through. When you reach the next door, climb up and press the switch to open the floor below. Climb down to the bottom level and shoot to open the next door, press the switch then wait on the bottom level. This series of switches release an alien who will unfortunately kill your friend behind the door. Wait for the alien to slide down onto your level then blow him away before climbing up to your dead friend. With his dying breath your friend hands over the all-important atomic charge.



Once you have the charge in your possession roll off the screen to your left, then climb to the top of the next screen, picking up the diary on the way. Use the lift to go down to the next screen, throw your teleport-receiver down to the ledge on the right and teleport across. After picking up the receiver, drop down and activate the switch behind the door. Throw your receiver down the newly-opened piece of floor and beam down to it. Pick up the receiver and drop down to recharge your shield, continue right and kill the alien that stands in front of you. Hurl that handy old receiver down the hole and beam down after it, fighting the alien you find there. Go down through the open doorway and avoid the alien creature as you continue down to the save point. Head to your left, pick up the stone then climb up and continue left.



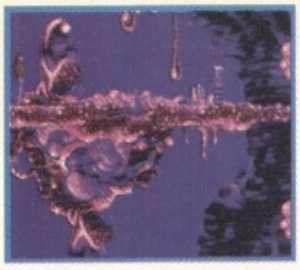
Watch out for the falling bombs as you head left over the pressure pads to open the door below. Kill the alien and go right, pick up the key then stand underneath the transporter at the far right to beam to the ledge above. Go back to your right and climb up to get onto the lift at the bottom of the big pit. Go up on the lift; when you reach the top, throw your receiver to the right then beam after it. Pick it up and walk all the way to your right and use your key to open the door.

SECOND ZONE

At the outset of the second zone, leap across and save your position at the save point, then leap back. When you are at the furthest left without leaving the screen, take a running jump to grab onto the metal ledge above.

Use the lift to go up and fight any aliens you find there, then climb up to exit this screen. Rise to the top then stand on the edge of the platform and hurl your receiver onto the platform to the right. Teleport after it to avoid the falling bombs, pick up your receiver and go right . Go up on the lift and use the switch on the right at the top of the lift-shaft to turn off the laser cannon at the top.

Go left and place your receiver at the top. Climb down, activate the switch, then quickly use your teleporter to avoid the guard at the bottom. Once you have escaped from the dreaded pit, go left and down on the lift, then roll right to recharge your shield. Head back to the room with the laser cannon, drop down to the switch then jump across to the pressure pad on the left. Next gently lower yourself off the edge, so that you fall down the shaft. If you keep UP on your joystick pressed you will grab a ledge to break your fall. Drop down off this ledge and go left. Drop down again, then go to the right across the lower level, defeating the alien to go through the door .



Pick up the key then use it on the lock to open the floor above. Climb up through this new opening onto the lift. Use the lift to go up, then climb up to the top of this screen. At the top of the next screen go through the door and save your progress at the save module.

Continue right through the opening and wait for the rays to disappear before you jump over them. After safely navigating the beams, use the lift to go down and open the door below. Drop down onto the lift, bring the lift up and it blows up the mines for you. Throw your receiver down the hole and teleport after it. You will now be next to one of the alien brains so wipe out it's guardian. To dispose of the brain, stay crouched and keep popping up and taking shots at it. When the brain is dead, the floor opens. Pick up your receiver, stand as far left as possible and hurl it down the shaft, beaming after it.

At the bottom of the shaft, go left to find another save point. Once you've saved, leap to the left and continue left until you come to the shaft with the lift in the centre. Jump across onto the lift, grab the ledge above and jump off to the left then continue left. When you reach the two lifts, ride the small one up, use the recharger then ride the big one down to the bottom.



On reaching the bottom, save your position. Head through the door, walk to the right hand side of the brain and shoot the aliens when they land. Put away your gun and run to the left to leap up onto the platform; shoot the brain, then drop down and wait for the aliens to come again. Run to the right and grab the platform, pull yourself up and shoot the brain again. Drop down and repeat the left/right process until you hear a door open, then go through the right-hand doorway.

Walk to the right and press the switch to call the lift. At the top of the lift, go right, go up on the lift and pick the exploding mouse off the pressure pad. Kill the guard to get the key to the door. Open the door and go down on the lift, travel right and blast the two aliens by the doors. Continue to the right and, once you reach a beam, throw your receiver through it and teleport to it. Pick it up and throw it back to the other side of the beam. Now walk over to the switch and place the atomic charge next to it, then press the switch. Return to the top of the large lift-shaft and run all the way right. Keep running right past the start of this zone until you reach the large spacecraft. There is a lift hidden behind the large metal leg — use it to successfully complete the game!

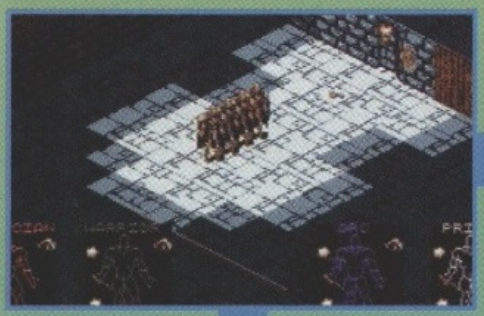
SHADOWLANDS PLAYERS' GUIDE

LEVEL 1
THE WILDERNESS

On starting the game, you'll find yourself in the wilderness; there are no real dangers in this stage. The many crows are more of an irritation than a threat, so it's not worth wasting your weapons on them.

The simplest way around this level is just to take a gentle stroll around and pick up the many apples you find lying around the floor. Also, keep a look out on the floor for any sticks as these come in handy as rudimentary weapons to help you through your first encounters with the enemy. Once you've collected all of these items, take your warrior to the top right-hand corner and pick up the bow you find there (don't waste any shots with it as you'll need them later in the game).

When you've collected all of these items, take your complete squad to the top left hand corner and grab the torches (remembering to extinguish them) before heading down the steps to the next level.







Above Left: The local formation morris dancing team realise too late, that they have taken a wrong turning at Biggiesthorpe Village green.





Grab as many supplies as you can before entering the dungeon.







LEVEL 2
DUNGEON

Before journeying further into this level, it's best to share out any apples and sticks from the first level; this makes certain that almost everyone has a piece of food and some sort of weapon to defend themselves with.

Once you're inside the dungeon, walk along and collect all of the torches, but remember to extinguish them to save their limited energy for when you need it most. Collect the three silver coins lying next to the top wall about half-way along. Ignore the door set into the top wall and continue until you reach the double wooden doors at the top; upon reaching the door, use one of your team to pull the lever to the left to open it, allowing you to continue your journey.

In the next section, you'll be able to pick up a loaf of bread, a stick and a water flask. Walk down until you encounter the skeleton; when you reach this bony buddy, beat him rather viciously with a stick until he collapses into a rather messy heap on the floor. Pick up the flask he drops and refill it at the fountain he was guarding. Now take all of your team and let them have a nice re-vitalising drink from the fountain.

Continue round the dungeon, picking up the apple, and then push the secret switch hidden on the wall. Pick up the strength potion and pick up the key. Use the key to open the lock and move onwards.

There's a torch in this dungeon which you shouldn't touch; it's next to the gargoyle. The reason for this is the gargoyle's a light-sensor which opens the double doors for you to move into a room with a switch on the floor. Use an item which you don't really need such as an apple to operate this weight-activated switch. Operating the floor switch will give you access to a room with a skeleton inside. Kill the skeleton to collect a shield and a chest before leaving the room completely.

Go around the corner to replenish your energy from another fountain, then use the floor switch here to open another set of doors. This time, don't fight the skeleton — avoid him and go onwards to the doors and pull both switches to open them.

The sharp-eyed amongst you will notice a small pile of apples in the corner of the passageway; grab these and avoid the next skeleton before placing a member of your team on each of the floor pads to open the next set of double doors.

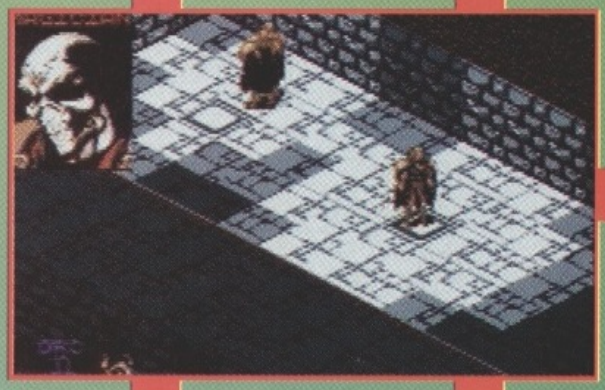
After all that tricky work, the final few steps are quite simple. Upon reaching the small door, pull the secret switch at the side of the door and grab the scroll you find there before exiting the room.

By the next fountain, grab the key and use it to open the next set of double doors. Here you will be in sight of the escape steps; unfortunately a skeleton stands between you and freedom. Simply send in the boys to give him a real kicking before grabbing the chest and escaping to level three.

With its new lease of life on the Hit Squad budget label, we thought it was about time we answered the many cries for help we receive about this complex RPG. So, with torches in hand, the AMIGA FORCE gang decided to venture down to the dark dank dungeons which populate the domain of *Shadowlands*, braving many perils to bring you this complete players' guide to the first five levels of the burnt-out land of Kuranos.



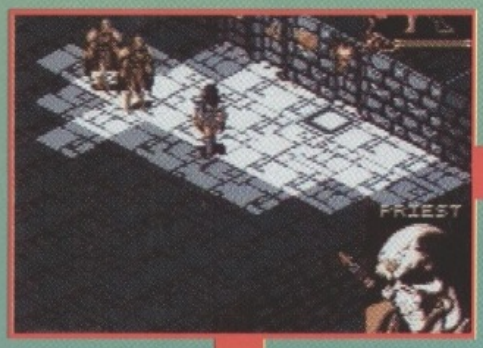




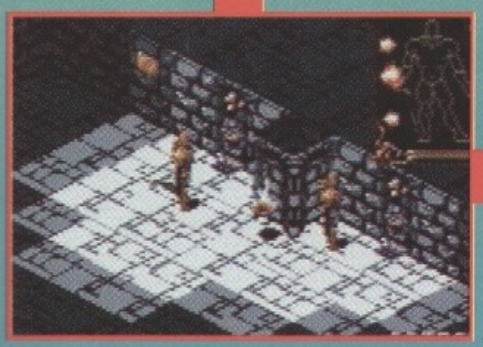
Above: Throw a heavy item onto the pressure pad to close the centre pit. Below Left: Send only one member of your team down the right hand set of steps.







Above : Step onto the pressure pad to open the exit door.
Below: If you need to revive a character or refill a used item then the very rare altars are the ideal place to carry this out.



LEVEL 3
DUNGEON

At the start of this level, pick up the key and then buy the light-spell. Pull the switch and go through the double doors it has opened. Here you'll find another switch, pull it to activate the teleporter. Send only one member of your team into the teleporter (the character with the least energy's the best choice). You'll be teleported into a room with a fountain and a key, grab the key and take a revitalising drink from the fountain, then step back into the teleporter and use the key to open the portcullis.

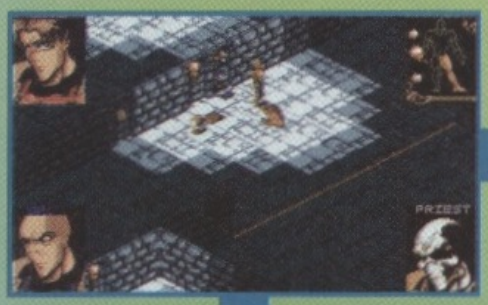
You'll also find a switch here; at no point should you pull this switch as it's a trap. Collect the food and grab a drink from the fountain before you throw an item across the bottomless pit onto the floor switch on the other side, causing the pit to vanish and allowing you to cross safely.

For the next part make sure you have no torches lit as the room contains a trap which is activated by light-sensors.Use the spell-book and key to get the chest from the alcove. To leave the room, operate the portcullis using the key, then stand one pair of your team on the back switch and one pair on the front switch; the pair on the back switch will now be teleported into another room. Don't worry about them as they are perfectly safe where they are. The other pair of characters will be able to exit through the now miraculously opened door — use them to grab the chest before standing on the floor switch to re-join the rest of the team (after killing the skeleton to be able to collect his exit key).

When you reach the two skeletons give them what for, then pull the hidden switch to open the door. Collect the shield and extinguish your torches before you pass the gargoyle, as he's another sensor for a light-activated trap. To get past the two pits in the next room, simply throw a fireball over them — this will activate a teleporter, allowing you to walk safely to the other side of the treacherous pits. Open the lock and portcullis at the end and attack the Valkyrie with fireballs.

Buy any item from the chests and then exit the room by placing an item on the weight switch. You'll notice an altar in one of the rooms — this can be used to recharge any items that have run out. It's also powerful enough to resurrect any of your dead friends (that is assuming you remembered to carry their bodies with you). For your living characters, there's the chance to drink from the fountain here. To exit the room, pull the switch, then exit the next one by pulling both of the switches on the outside of the door.

The quickest way past the Valkyries is to sneak by rather than fighting them, then use the gold coin you find on the floor to open the door. You'll then come to a sign which announces '*Says nothing, Reveals much*'; stand your team next to this to open a secret wall, enter this room and collect the chest at the end, then pull the switch, opening the double doors. When you reach the two sets of steps, send one member of your team down the right hand flight and the rest of the team down the left to travel safely to level four.









LEVEL 4
THE PRISON

At the start of the fourth level, take the chap on his own to the fountain, then lead the rest of the team to the second and third wall torches. Between these, you'll find a hidden switch; push this and then re-join the poor lonely fellow on his own (ignore the floor switches). You'll now find that a secret wall has opened allowing you to enter a new passageway. As you stroll along this passageway, you should avoid the last floor switch as this will send you right back to the start of the level.

When you reach the sign which says '*This message is for everyone*', make every member of your team read it to make a magical chest appear. Check your team to find the character whose magic level is four or above; stand him to one side and place the other three on the floor switches to get them kidnapped. Don't panic yet as they can be rescued!

When you're in the cells watch, out for the rats as they pack a real nasty bite. Collect the key from the doorway next to the cell door to enter a room full of provisions. Take your character who wasn't kidnapped and collect the newly-appeared key; use it to open the left hand door to get your sticky little mitts on the waterball-spell. One of the cell doors should now open and one of your pals will re-join you; leave the room and turn left to go right round the portcullis and switch. Pull the switch to open the doorway to allow you to enter the room. Pulling the switch also causes the teleporter to become active for a short while; you'll find that if you throw items into the teleporter while it's active they'll land on one of those tricky little floor switches which will close some of the more dangerous pits in this level. Collect all of your dropped items and pull the switch to open the cell door and release another member of the team.

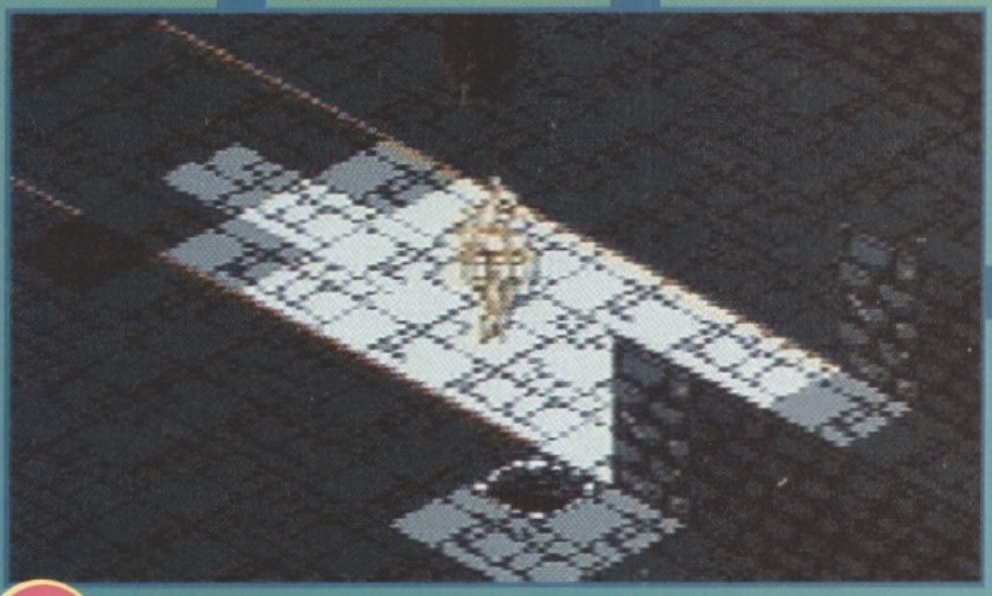
Leave the room and turn to the character's left, then keep walking until you come to a T-junction. At this junction go left and pull the switch, kill the Minotaur to reveal a chest. You'll discover a key and some coins which you should stash in your backpack.

After leaving the room and turning right you will find a lock ; use the key you've just got from the Minotaur to open it.. Pull the switch in the corner of the dining room which will gain you access to a room where you can purchase some food. Before you pick up the chest , it's a good idea to have a drink at the fountain.

After all that dashing around in the dungeons, it's time to enter the master switch room; this room contains switches which control almost everything in the dungeon. Pull switches one to three but never pull switch four as this will fill the room with monsters. The earlier switches will reveal a room where you can grab a key. Use this key to open the last room which will allow you to find the steps down to the next level.

Top: Make sure you replenish your fluids whenever you come to a well as they get fewer the further into the game you travel. Left: Everyone must read this sign to open the hidden passageway. Below: Only the waterball-spell can be used to defeat the fire demons. All other weapons have no effect.

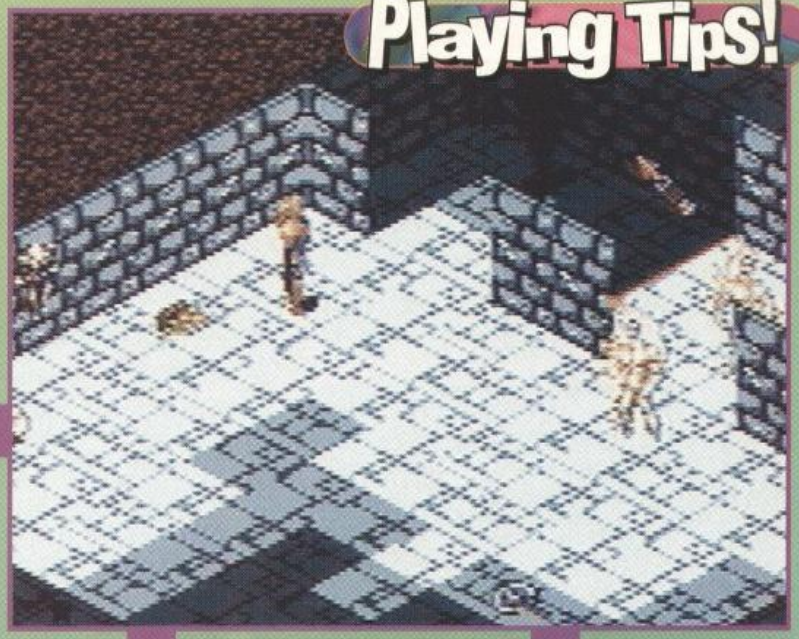












LEVEL 5
DEMONS' PIT

Send one character to pull the switch and open the door which he must then enter. The sensor in the room will open the doors to the monsters' cages; it's best to try and face them one at a time as it's easier to kill them when they're not attacking you all at once. The biggest things to watch out for are the fire demons because they'll cause the sensor to release all of the monsters at once. When you've killed the monsters, attack the fire demons — one of them is carrying the exit key. Use the altars to replenish the power in your items and your characters' energy before buying refreshments and leaping into the teleporters; remember to leave an item on the floor switch before jumping into the teleporter.

Now make sure you extinguish all of your torches before entering the next teleporter to be transported to the next room; to enter the next room you must send in your characters one at a time then attack the skeleton to gain his key.

In this level you'll come to a set of locks which require a certain combination of keys to make them operate the combination which is as follows:

KEY 1 — LOCK 4
KEY 2 — LOCK 3
KEY 3 — LOCK 2
KEY 4 — LOCK 1

Using the right combination will allow you to free characters by pulling the switches outside.

The next set of corridors can only be solved by using two teams of two men to aid each other to continue further into the game, the correct procedure is carried out in this order:

SWITCH 1 closes PIT A
SWITCH 2 closes PIT B

After crossing this puzzle safely, you must all stand upon the floor switch to open the portcullis and allow you to enter the room with the Mystery Tour switches.

Once you're in the same room as the Mystery Tour switches, one character must take a switch each in the following order:

A) Light up both photoreceptors, but make sure you keep the light away from the doorway as invisible sensors cause a skeleton to be created.

B) Collect the key, extinguish all of the torches then exit the room.

C) Pick up the chest and kill the skeleton, then leave all items on the '*Please give generously*' sign. Now exit through the next two doors, you'll find all the items you dropped will be waiting outside for you.

D - Grab the chest in this room, then hurl a fireball in the direction the arrow is pointing; this will cause a strange warp to happen and the door will open allowing you to leave.

When you've completed the Mystery Tour puzzles, use the keys you have picked up on the locks to open the door and allow you to toddle on down to level six.







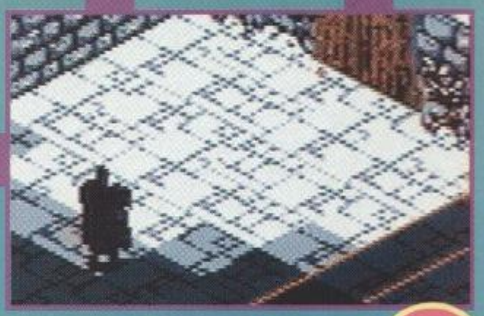












Left: The custom character option can provide hours of fun in 'ugly' competitions. Below Right: Make sure you are not standing too close to a wall or your target when releasing a fireball. Otherwise you may find yourself as main dish on a barbecue menu. Right:Remember, when you enter the beast arena, it's only safe to take the fiends on one at a time. Attempt to take on more than one and you'll find yourself in a world of hurt.

Playing Tips!



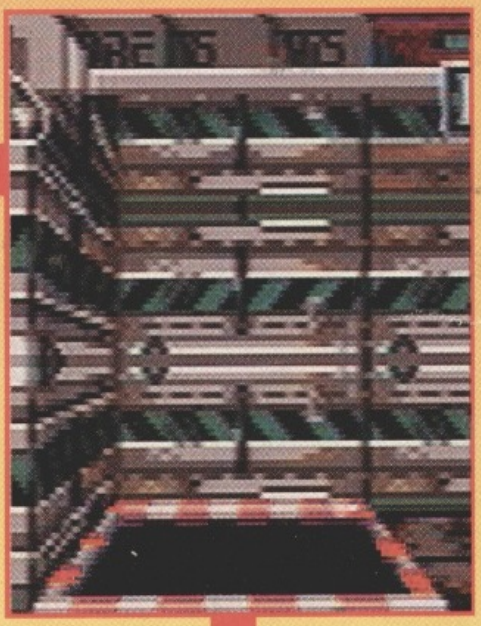
Hired Guns is the latest offering from Psygnosis and a real corker it is as well. However, we have found that some playing tips for this outstanding game come in exceedingly handy. So, with that in mind, many hours have been spent running around the various mazes and planets in our mission to bring you this set of tips allowing you to survive just that little bit longer!

HIRED

Creatures during the game are probably your biggest problem. Whether you're facing up to skeletons, sharks or even the deadly puppies there are a few rules of engagement which could save your life. The most important of these is not to let it get too close. Blast it with whatever you've got but make sure none of your team is caught in a crossfire. If by some chance the monsters do manage to get close to you, just keep firing until the enemy disappears. If you've a fast enough trigger finger the beast will not have a chance to attack as you're continually wounding it. The main thing to remember is this uses up ammo so make sure you have plenty. Any of the blaster psi-amps, flame throwers or rocket launchers can fire through the multi-coloured force fields; this is particularly handy if you need to open a field that an enemy is standing behind as you can destroy him first.









There are many powerful weapons available in your armoury including grenades, grenade launchers, flame throwers and any blasting psi-amp. The easiest way to avoid the blow-back from these weapons is to set your distances on them correctly; for example, if you've a group of enemies away in the distance then don't throw your grenades at low level. To set the level on grenades, watch your sight. The more the circle is filled in the higher your character will throw it; throwing grenades at low level is only really useful when rolling them over the edge of ledges to kill creatures below.

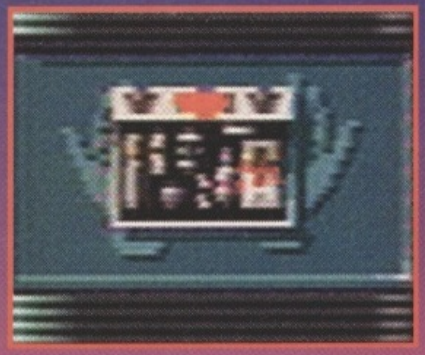




Ledges and lifts, although looking completely harmless, can cause some real damage to your character's health. Be careful when stepping off ledges as they could be higher than you think; a large fall can actually kill your character if you're not careful, although most will only remove a portion of your energy.

Some of the red and white lift platforms don't have switches next to them; these are automatic lifts. Simply step onto them and let them either take you up or down to the next floor. But make sure you don't step off them until you're certain they have stopped at the floor you require.

Playing Tips!



If any of your characters have been damaged then it's possible to revitalise them with either food, or the more effective medi-kits. Remember, droids don't eat and cannot be repaired with human medi-kits. To revitalise a droid you'll need a droid repair kit, if you use the psi-amp marked HEAL you can revitalise any character, even droids.



Whenever you reach what seems like an impassable river, try looking around for the large metallic blocks. Use your left mouse button to push them and your right button to pull them. To see where you must move the blocks, keep looking at your DTS overview map. Be careful, some blocks have others stacked on top of them, these will fall onto you inflicting damage until you move from underneath them.

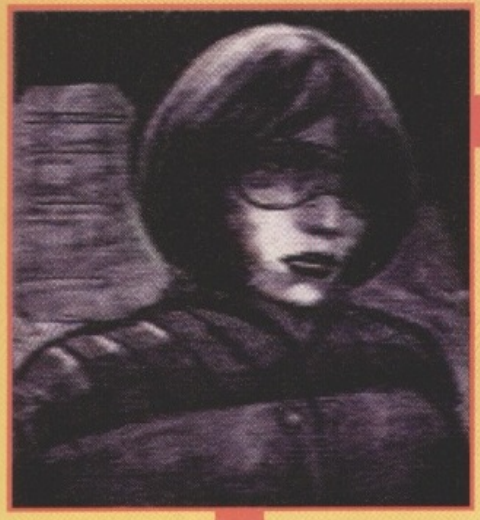




Certain items take a real dislike to water. You can tell if an item has disintegrated once you've been underwater by looking at your menu; if you have an unidentifiable pile on your list then this used to be a useful item. Whenever one of these appears in your list it's best to dump it as it can never be reclaimed. If you have a character carrying a powerful weapon which does not like water, try to send someone else into the briny with a less powerful weapon.



GUNS



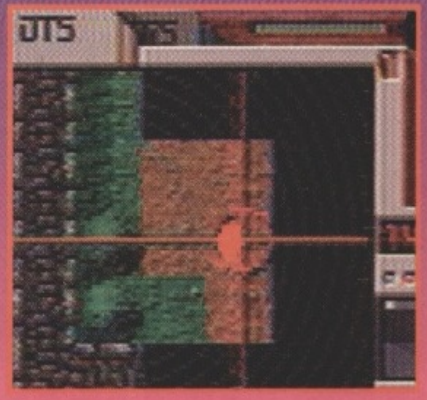
When you're selecting your team it's best to have at least one medic on your team; this is because they are absolutely loaded with medi-packs for the rest of your team. Also try to include at least one combat droid, not only are they hard to damage but they can also stroll around underwater for as long as they like without the fear of drowning.







The Digital Terrain Scanner is the most useful item of your equipment. It allows you to look at your surrounding area; this is very handy in some of the mazes where every part can look just like the last.



PSI-AMPS

There are a variety of psi-amps which can be collected during the game. Some can be used in an offensive manner while others can be used to defend or boost your existing abilities or aid you across difficult terrain.

Bridge

This amp is particularly handy for crossing large pits or wide areas of water; releasing the amp will cause a self-suspended platform to appear directly in front of your character. Try and get your team across as soon as possible before the power runs out.

Heal

Heal's one of the most handy amps to have in your possession. Using it will cause all injuries to your characters to heal completely and return them to full health.

Banish Wall

If you need to get into another passage but your path is blocked by a wall, simply launch this amp at the wall and watch it disintegrate allowing you to pass straight through.

Shock Blast

Set this amp into action and a very powerful compression wave is released from your character. It's particularly damaging to animals and electrical equipment, although the larger alien warriors are only stunned by it for a few seconds. Make sure that the rest of your team are standing well behind you when you release this and watch out for back-blast when using it in confined spaces.

Strength

The more a character can carry, the more effective that character can be in a battle. Using the strength amp will increase a character's muscle allowing them to carry a larger amount of equipment.

Fireball

Using fireball causes a large ball of plasma to be launched which will obliterate anything in its path, be very careful when using this in confined spaces as it has a nasty habit of rebounding and damaging your whole squad.

Miracle

Using miracle will select an effect from one of the other psi-amps in the group and cause that effect to happen immediately.

Transmute

This will transform any one item to the left of it in the menu into a random item from the game. It is usually food but every once in a while you could end up with the huge disruptor-cannon. Before you activate this it is usually best to set your menu onto an item that you don't mind sacrificing; so if for example you've a pile of unidentifiable remains then select them and who knows what you could end up with.

Float

Use if you need to drop down a great distance into a pit without causing yourself major damage.The float amp allows your character to float down as if they were as light as a feather.

Gills

Human characters can run into trouble when they attempt to spend too long underwater; using the gill amp will allow your character to spend up to five minutes underwater before it needs reactivating. Unfortunately this will not protect any of the water-vulnerable equipment you have in your possession.

Inferno

If generating a ball of flaming plasma directly in front of you is your wish, then this is the amp for you. Watch out when using it in confined spaces as it has a nasty habit of bouncing back and completely wiping out your character in one go.

Teleport

Teleport will beam the user to a random position within a small distance. This amp can be extremely useful when you're surrounded by a crowd of monsters as it warps you out of danger.

Shift

Operating shift will move the user directly forward until they hit a solid object. This amp will even carry the character over water and gaps without causing them any damage.

Part Waves

It's time to play Moses. If you use this amp, it will part a small section of water allowing you to walk through it safely. It will not work if you're completely submerged in water, though.

Wall

Create a solid wall in front of you which will repel all enemy attacks and any solid matter which attempts to pass through it. To gain this wonderful power, simply use the wall amp.



Shield

Activating the shield amp will cause a plasma shield to surround your character; this shield will defend against most weapons and hand-to-hand attacks. Be careful, though, as it only lasts for a short period of time and has a nasty habit of running out when you're in the most danger. It's best to only use this as a very last resort when your energy is really low.



Electrify

Using this amp will fire a very weak electrical charge at anything directly in front of the user. This amp is only really any use for stunning an enemy, while the character using it makes a tactical withdrawal allowing the rest of the team to open fire on the foe. This is a pretty useless weapon and should only be used if no other weapons are available to face your foe.



Farsight

This amp interfaces directly with your Digital Terrain Scanner allowing you to view a more detailed and larger area than you would be able to with your normal unit.Once you've used it, it's best to drop it and allow the other characters to pick it up and use it on their own scanners. Doing this means that all of your team have possession of a high power scanner.



Cure Poison

If any human characters become poisoned by alien beasts or rats, then this could be the amp for you. It removes all alien material from your character and stops any ill-effects it may have been having. As already mentioned, it can only be used on human characters and is completely wasted on droids. Use a repair kit on the droids for the same effect.

100% 8-BIT

100% SEGA

100% MASTER SYSTEM

TO BE THIS GOOD TAKES

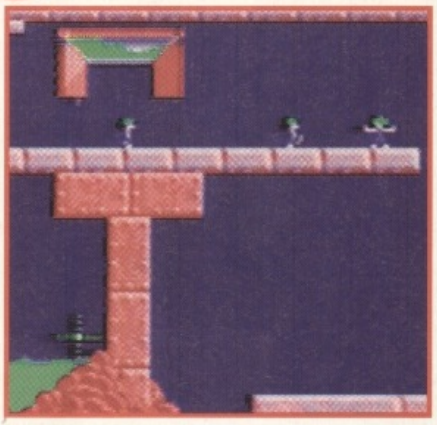


Playing Tips!

Lemmings™ Lifeline

Back again with the section that has stopped more spirals into insanity than all the tabloid agony aunts put together. Yes, it's that regular life-saver, the Lemmings Lifeline. This month we have a little bit of a change to the normal service so that we can answer the question that has been asked of the lifeline ever since it first started. The level that is causing more trouble than any other is level 14 on tricky mode from the original *Lemmings* known as *Lemmings' Lament*. Also featured in this edition of Lifeline are our two usual solutions which this month also come from the original *Lemmings* game.

1 **Turn your first Lemming into a blocker when he reaches the edge of the platform to stop the others falling off.**



LET'S BE CAREFUL OUT THERE

LEMMINGS' FUN LEVEL 27

This level looks really easy. This is because it appears that you can just jump down to the exit. Don't be fooled, however, as the fall will kill the wee chaps. Completing the level takes a lot of builders and blockers to see you safely to the finish.



LEMMINGS' LAMENT

LEMMINGS' TRICKY LEVEL 14

If you remember, back in issue five we mentioned that our copy contained a completely different level in the position where some of you have *Lemmings' Lament*. We asked if anyone out there who had a copy of the version containing the mysterious level could help us out with a bit of a solution. Well, Paul Lindsay from Weston-Super-Mare has written in with the required solution.

Unfortunately we'll have to give it to you in text form as we don't have a copy of the level.

The key is in the number of exploders you have. Turn the first Lemming into a builder, level with the right hand edge of the trapdoor; this makes picking out right walking Lemmings easier. Turn the second Lemming into a climber, then into a miner when he steps off the girder and onto the blue brick. Now go back and make the first left walking Lemming into a blocker at the top of the rock. Turn the miner into a blocker just as his pick breaks the right edge of the block; now blow him up. As he counts down, turn a Lemming on the bridge into a climber, then into a blocker when in the hole made by the mine exploding. Blow this Lemming up too. As he counts down turn another Lemming into a climber. Turn the single Lemming into a builder to

Playing Tips!

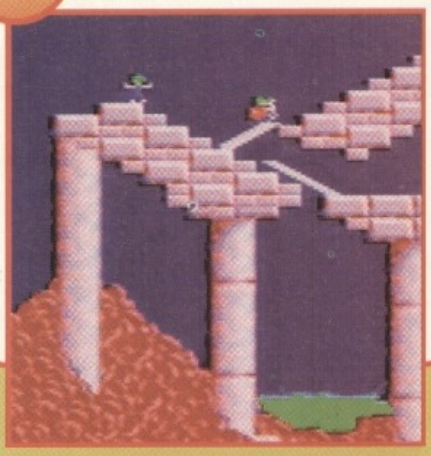
2 Change your second Lemming into a builder. When he reaches the edge, he will build a bridge across and stop the others from falling into the hole.



3 Turn your fourth Lemming into a blocker and allow the other three to walk up the steps.



4 When your original builder reaches the top of the pink steps, turn him into a blocker.



5 As the other two Lemmings begin to return down the steps, make them into builders to create a bridge up to the steps above.



6 Let your two Lemmings walk across the top and drop down onto the bottom set of steps. Turn the first one into a blocker to make the other one walk down the steps to the left.



7 When the other one reaches the bottom of the steps, turn him into a builder so that he builds a bridge all the way to the platform where your first blocker is standing.



bridge the gap. As he builds turn another Lemming into a climber and one into a builder; when the single Lemming climbs the ledge by the exit turn him into a blocker on his left edge, and blow him up. Next make two Lemmings climbers, turn the second as the first is reaching the bottom of the slope. Block and blow the first to the right of the first dip and the second one in the dip itself. Turn three Lemmings into climbers the same way as before. Block and blow these three in the following order; the first at the top of the hill, the second just below him and the third just below him again. As the last one counts down, turn another Lemming into a climber. As he drops off the slope, turn a Lemming into a builder to release the rest. Make a single Lemming a builder to reach the dips. They should now reach the exit with a few seconds to spare.



8 As the builder reaches the top, make one of your Lemmings in the group into a builder to free the others.



9 Wait until one of the Lemmings is directly above the exit, then turn him into a blocker and blow him up to create a hole through the bridge.



10 If the first Lemming through the hole starts to walk right, turn him into a blocker to force the others to enter the exit.



Playing Tips!

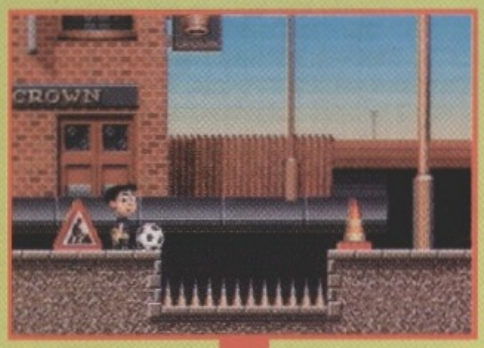
SOCCER

The World Cup has been stolen and only Soccer Kid can retrieve it from the alien fiends who have pinched it. Well, that's not strictly true, only Soccer Kid with the aid of the A-FORCE team players' guide can get football's most prestigious trophy back.

ENGLAND

Soccer Kid begins his journey in dear old Blighty. From Kid's home town of Rotherfield, with its multitude of workmen and skateboarders, it's on to the beautiful English countryside where you encounter snakes, frogs, and even flying fish! Your final journey is through London and, should you survive the pollution and rats, you battle Gareth, the rogue rugby player.





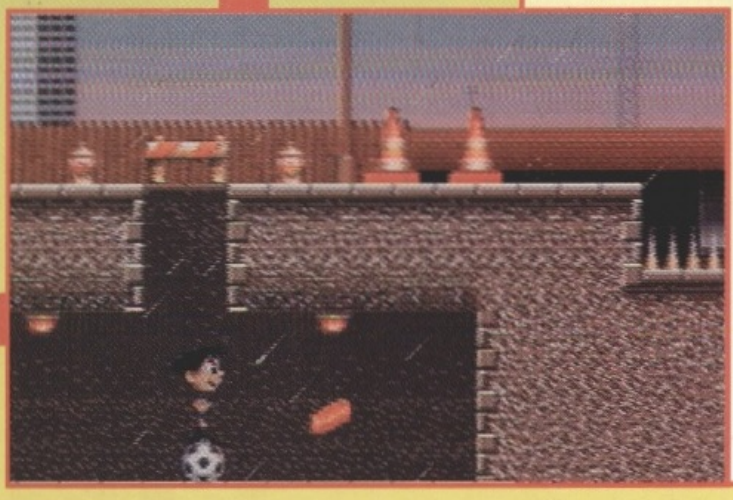


HOME TOWN-ROTHERFIELD

Along your journey through England you'll meet a lot of weird characters, they're all quite easy to beat as you only have to hit them with your ball a few times. In the kid's home town, you encounter skateboarders who take one hit to defeat as well as cyclists requiring two hits with your trusty ball to send them spinning. Along the way you'll also come up against workmen. These characters take two shots to beat but make sure you don't get too close as they have a nasty habit of throwing spanners at you which will deprive you of one energy heart should they hit you.

Check out all the pits along your journey, as well as containing plenty of bonus items you can also collect energy heart boosters from the cases you find down there. To get out of a pit with no steps, simply position yourself underneath the main shaft and stand on top of your ball, then jump up out of the shaft. You can also stand on the lower branches of the larger trees to gain access to the items which are floating in the air. To get your ball safely across the spike pits, stand a little way from them and use a high chip to launch the ball across, then jump straight after it to stop it rolling back into the pit.





R KID

Playing Tips!



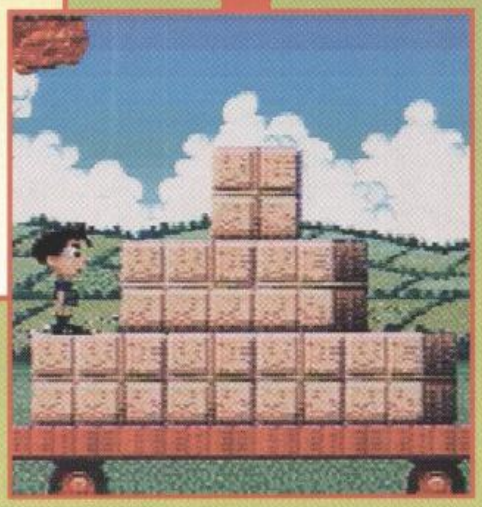
THE ENGLISH COUNTRYSIDE

Once you've negotiated Rotherfield, it's time for a stroll in the country as you deal with its many rural pitfalls. Your main problems here are the snakes and frogs; because of their green colour they blend in with the fields and it's very easy to run straight into them. If you do encounter one, a quick kick with your ball will soon destroy them. Farmer Giles, as you would expect, is also to be found strolling through this section of the level. He's pretty harmless and will only hurt you if he touches you; he can be destroyed in the same way as his sheep, with two quick hits from your ball. During your journey you should encounter various stacks of hay bales; use these bales as steps to take you up to a variety of floating platforms which are absolutely stacked with bonuses just waiting to be taken.

At one point during the level you'll find a floating platform with a fish leaping over it, kill the fish then jump onto the platform and over to the other side before it sinks.







LONDON

After all that fresh air it's time to return to the smog and pollution of London. The first hidden bonus item is down the first pit you come to and it's a very handy extra life. Watch out for the rats which populate the tunnels and underground stations in this level. There are the usual workmen, cyclists and skateboarders here, as well as fat American tourists who take two hits from your ball before dying. To get your ball over the many high walls and onto the rooftops of the underground stations, you simply have to use a high chip to bounce the ball safely over. At the end of the second level it's time to face the boss in the shape of Gareth.

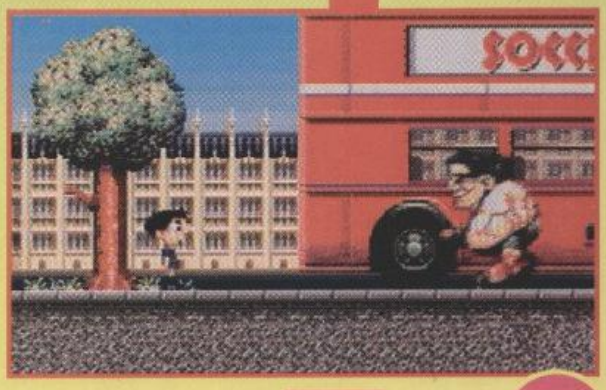
GARETH THE RUGBY PLAYER

The first thing to do when Gareth comes on screen is to get ready to jump as he'll run to the left. He will then throw a rugby ball at you — If you stand just to the right of the screen the ball will miss. He will also spin a ball in his hand before running at you. Jump over him, then turn and kick your ball at him. Repeat this process a few times and success will be yours.









Playing Tips!

ITALY

It's across the water into Europe and straight to the heart of fanatical football supporters, Italy. There's no time to stop for a bolognaise here as you fight off crazy pizza waiters and moped maniacs in your attempts to reach that mad opera singer Pavarelli.



VENICE

Survive that rather hair-raising encounter and it's on to Venice, just remember that the Kid cannot swim. So be careful around all that water. Wicardo, the mad waiter, is the main character you'll encounter. To beat him, hit him twice with your ball, and watch out for the pizzas he hurls around, though. Whenever you encounter a Gondola, remember you can't just step into it, you have to jump aboard. At one point there is a seemingly impassable river with fish leaping out of it, simply kill the fish then jump into the little boat to cross safely. The moped maniacs are very hard to kill and it's a lot easier to just run underneath them and keep running to escape them.



THE RUINS

You begin your journey in the ruins. Here you'll have a very tricky time avoiding the many spikes which litter your pathway. You also have to contend with the ghosts that populate these ruins. To beat the ghost, tap the ball on your foot and wait for him to pass over you; as he does the ball will hit him, after two hits he will disappear. Another foe wandering around the ruins is Roger the Roman. He's very much like the workmen from the previous level; to defeat him hit him twice with your ball but don't get too close as he'll throw his sword at you.

Use your ball to bounce up to the top of the pillars, allowing you to continue your journey to the end of the stage. You'll also need to get on top of the pillars to get to the swinging platforms which will carry you across the spike pits and bottomless chasms.

Never run underneath a pillar with a wobbling block on top as these slabs will fall and kill you. Also watch out for the small pipes sticking out of the ground as they launch darts which fly into the air and fall back down onto you.







THE RIVIERA

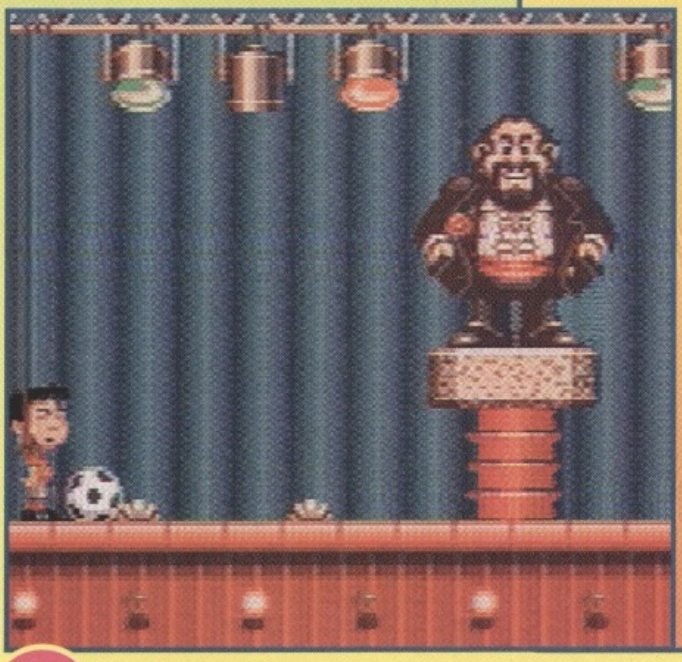
After all that water it's on to the beautiful Riviera. Ah, the sun, the sand not to mention the football (it's more of the same for this level). As with the previous Italian levels, watch out for the moped maniacs and cyclists as well as another appearance by Wicardo. Be very careful when walking under some of the trees as the coconuts have a nasty habit of falling out of them straight onto you. When you reach the floating platform, step on it to be lowered from the top of the cliff to the beach below. Watch out for the flying birds as you go down. The second section of the Riviera is just a gentle walk with not too many obstacles which is quite easy to complete as long as you don't go running into the unknown. When you reach the large speakers you'll have found Pavarelli's hiding place.





PAVARELLI THE MAD OPERA SINGER

Pavarell, a mad and bad opera singer, comes down on a raised podium and begins singing. Jump over both groups of notes then wait for his platform to drop to floor level. Now's your chance to take a few shots at him before he walks towards you; he walks to the one side of the screen so make sure you jump over him and stand in the centre of the stage. He will now sing again, this time the rope behind you will become electric and begin pulling you towards it. Walk against the pull and jump over Pavarelli as he walks toward you. Take a few shots with your ball, then repeat the whole procedure a few times until he sings his last note for good.



RUSSIA

It's time to put on your thermals as you head towards a very chilly Russia. Your journey starts in the frozen forest; you then continue your trip to Red Square.



THE FREEZING FOREST

The main foes in the frozen forest are squirrels, wolves and soldiers as well as some very irritating little chaps on sledges, who have a nasty habit of sliding down the slippery hills just as you're trying to go up them. The many trees can be climbed to reveal branches laden with bonus goodies. Make sure you watch out for the pesky squirrels who'll try their best to knock you from your perch. It's also possible to climb the lookout towers to reach even more bonus items. Make sure you check your landing before you climb the tower as it's very easy to leap from the tower and land directly in a pit full of spikes.

Whenever you find a plunger, jump onto it to blow open the entrance to a mine. The second mine you blow open contains a very useful item in the shape of an extra heart, giving you three hearts instead of the usual two.

When you meet any of the rather mean-looking soldiers, don't panic. They're only dangerous if they touch you, although they're a lot tougher than the other enemies as they take three hits from your ball before they die.



THE BATTLESHIP

Onto the ocean wave for the second section. Watch out for the pipes blowing out the jets of air — if you step in front of one of these, you'll be blown into the rows of spikes which are opposite the pipes. Whenever you see any of the sailors, make sure you don't get too close as they'll draw their guns and start firing at you. If they do start firing, duck down until they turn away from you, then stand up and let them have it four times with your ball. Steam jets are yet another hazard to be avoided on the ship's deck, wait until they have shot then jump over them — it's really only a matter of timing. The Battleship, unlike the other levels, is only one half long as opposed to the normal two.









RED SQUARE

Red Square is the final obstacle for you to overcome in this country, to tell the truth this stage is really simple. Just keep moving to your right and taking out the sledgers, soldiers and dogs. There are plenty of hidden rooms, so continue checking the floor for little cracks to see where to drop down and find them. At the end of the level you will have to face the Gymnasty Assassin.

GYMNASTY ASSASSIN

She'll first drop down from her bar above, then jump towards you, so as soon as she moves jump over her. She follows this with a somersault through the air which you must run underneath. While she's bouncing around the screen, hit her with your ball whenever possible.





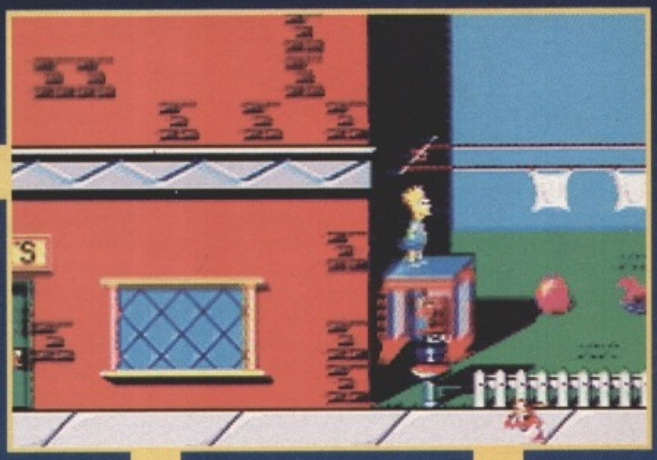
Playing Tips!

BART VS THE SPACE MUTANTS



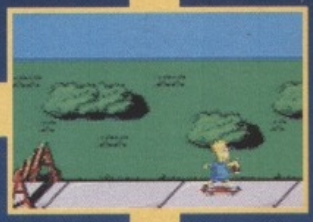
Springfield is under attack and only Bart can stop the alien fiends who plot to take over the Earth. Young Simpson must thwart their evil plans by removing or hiding the items they require to power their dastardly machines.













As most of us here at A-FORCE Towers are Simpsons' fans, we thought we'd help out that young tearaway by providing you with a complete solution to the first level. Bart must hide or disguise all purple items before he can proceed onto the next level.

The first task for our runaway hero is to spray the first rubbish bin purple, before he walks on to the right and uses his coin in the telephone to call Mo's bar. When Mo comes out Bart should spray his purple apron a very attractive shade of red. From here it's up onto the washing line to run across the top and knock the washing down to cover the items below.



Another rubbish bin is just crying out for a spray job from our young hero, so let it have it before going into World Of Tools to buy a key and a wrench. Leaving World of Tools, spray the hydrant outside, then use the wrench on the hydrant to shoot a jet of water to wash away the new paint on the awning. From here it's more shopping in Mel's Novelty Hut; from Mel you should purchase the items no young brat should be without, a cherry bomb and as many rockets as funds allow (make sure you save two coins for more shopping later).

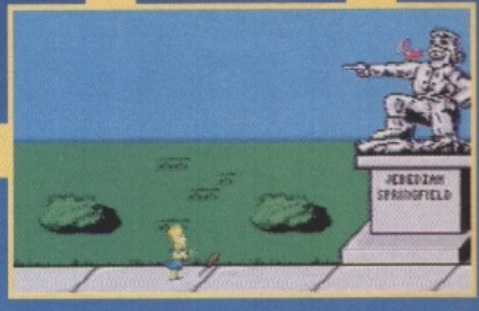
After all that shopping, it's up to the windows above to spray the vase and grab an extra life. Spray the vase above Toys 'n' Stuff before entering the shop to buy a whistle and a magnet. When Bart finally reaches Candy Most Dandy, he should kick the ball then jump onto it so that it bounces up and knocks the paint pot over the awning above. Keep walking right, spraying the rubbish bin on your way, then jump up into the Pet Shop window and drop your cherry bomb to scare the parrot away.

It's on to Springfield Park and a chance for more mischief. Ignore the 'Keep Off The Grass' sign and jump on the grass to attract the park-keeper. Spray his uniform red then go to the statue of Jebbediah Springfield; place a rocket on the ground pointing towards the statue's arm. Make sure the rocket is one slab from the base of the statue then light it to frighten the bird off. Walk all the way back to the left until you come to the red house; now use your key to skip the tricky skateboard level and re-appear by the Springfield Retirement Home. Spray the bird bath to the left and launch a rocket at the 'Bowlarama' sign to make it flash.

Once you're outside the Springfield Retirement Home, use your rockets to smash the purple blinds in some of the windows. That should be your mission successfully completed. Although, you can get a bonus if you blow your whistle outside the far right hand window to attract Grandpa Simpson who'll shower you with coins.







TIPS BITS

Playing Tips!

Welcome once again to all you tipsters and tip-seekers. As usual this is the section written by the readers, for the readers! Remember, if you're stuck on any game, simply write in and, if the team here at our shiny new Devon offices can't help you, other readers may be able to put an end to your sleepless nights.
So if you can help then don't forget to drop us a line, and remember that the best tipster each month wins a 12-month subscription (if you already have one, then we'll extend it!) Don't despair if you don't win, we put all the other tipsters into a hat and reward one of them with a subscription as well. Yes, I know we're just too generous for our own good. So get writing to: TIPS BITS, AMIGA FORCE,Impact Magazines, Ludlow, Shropshire SY8 1JW.

FLASHBACK

Q&A Is there anyone on your staff who can help me with the last level of *Flashback*. I have picked up the exploding mouse and gone down the large lift-shaft and am stuck from there. Please can you help!

Colin Atherton, Cleveland

Well would you believe it Colin? If you turn to this month's excellent *Flashback* tips, you will find the answer to your dreams just waiting to be discovered.

A-TRAIN

Q&A Jonathan Couch contacted us last month and asked if anyone out there could help him with any cheats for *A-Train*. Upon reading his cry for help, Adam Pearson from Bedford responded with a cheat to give you extra money. All you have to do is type in CHEATER CHEATER WIMP at any time during the game, then sit back and watch that money roll in. Thanks for that handy tip Adam, which goes to prove that if you need help then one of the readers of Tip Bits is sure to be able to assist.

ENTITY

Q&A Can anyone help me with any cheats for the game *Entity?* I have searched everywhere and have not been able to find any. If anyone has any their help would be greatly appreciated.

Greg Phillips, Shropshire

Sorry, but we can't seem to find any to help you out Greg. But I would bet on my new pleated jeans that someone reading this has an *Entity* cheat they've been just dying to share with someone. So come on drop us a line.

CUT OUT 'N' CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!



Playing Tips!

BARDS TALE II

Q&A Can you please help me? I am totally stuck trying to complete Snare 1 in the ancient but brilliant *Bards Tale II*. Plus any other useful Bard tips would be very helpful.
C. Berridge, Peterborough

Sorry, but we can't help you out with your little problem, but no doubt another reader can. However we do know of a handy little cheat for increasing your gold. First load your party, then go to the statistics screen for the first player and give all of your party's gold to the first player. Now remove him from the party and load him back in again. Pool all of the party's gold to the second player and repeat the process you did with the first player. Do this for each character in your party then turn off your machine without saving the game. Every player will now have his own amount of gold, this amount is the same as was jointly held by the party before and you can repeat this process as often as you want. It's a little bit complicated I know, but it does work.

PREMIERE + SLEEPWALKER

Q&A Gareth Wiliams wrote to us with help for two problems featured in issue ten. The first is in answer to Paul Lee's question on how to beat the gunfighter at the end of level one. His second piece of help came in the shape of a solution to level one of *Sleepwalker* to assist **Kevin McDaid** to rest that little bit easier.

Here we go with the first of those problems, how to beat the gunfighter in *Premiere*. The answer in fact is quite simple, you must wait for him to go for his gun before you shoot him. He will wiggle his fingers three times, then he will touch his gun. You should shoot him as soon as he touches his gun. This will stun him for a short while. When he recovers he will wiggle his fingers five times before touching his gun, so shoot again to stun him. After his second recovery he will wiggle all of his fingers four times before touching his gun for the final time.

Gareth's back again with his solution to the first level of *Sleepwalker*. From the start of the level, walk right and fall through the trapdoor, cross the wire and leave Lee in the pit while you explore the level without him. Go down the lift, jump the manhole and shut the gushing drains. Go across the water and close the other gushing drain then head to the end of the manhole and exit. Cross the road and push the rock off the ledge and push it into the fire hydrant to stop the water from coming out. Jump up the ledges and onto the wire, next bounce up to the right and blow up the dynamite by walking into it. Jump all the gaps and go down the lift, cross the wire and jump the gap before walking left. Drop down off the left and fall straight down, wallop the dog catcher on the head and cross the road. Push the sleeping crossing warden into the road and the cars will start beeping.

Retrace your steps back to Lee. Get him to go down the sewers, hold him by the side of the smelly water and when the barrel stops, turn him right and the barrel will take him over the water. Kick Lee over the next gap, then take him out of the sewers and hold him by the road until it is safe to cross. Kick him up the ledges after you have passed the hydrant. First take the right ledge then the left hand one; now take a run up and kick him from the edge of the platform to bounce safely across the wire. Kick him over the edge of the

arkanoid 3
MIRRORSOFT

On the title screen type "TUESDAY 14TH" to obtain a hidden options screen when you press the fire button.

Okay, stop whatever it is you were doing and pay attention. The cheats on these pages have to be cut-out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary.

bart vs space mutants
US GOLD

At the screen where the family are watching T.V. type in "COWABUNGA" to gain infinite lives.

strip poker cd32
ON-LINE

Enter your name as INDIGO to beat the girl with every hand even if she wins.

sierra games
SIERRA

This cheat will work for all sierra on-line games. Press Alt and 'D' together during play to enter the Sierra Test Screen. Type TP for transport, or GET OBJECT.
In response to the prompt NEW ROOM: or GET OBJECT you can type a number and the game will either transport you to the room or give you the desired object.

turrican 2
ALTERNATIVE

Access the music menu and press 4 to stop the music. Now press 2 after ten seconds of music. Press escape twice to get infinite lives and power.

first samurai
ALTERNATIVE

During the game type in "DIPUTS" to be able to use the number keys to warp around the level.

zool
GREMLIN

Wait for the high score table to appear then type "GOLDFISH" and press enter. Pressing number one key will make ZOOL invincible.

hard drivin' 2
HIT SQUAD

Select manual gears, accelerate to full speed then press N to change into neutral gear and maintain full speed. Steering is now easier and you automatically qualify.

next platform and he should land on the platform where you blew up the dynamite.

Take a run up to get him across the bridge, then it's basically kick him along to the end of the level.

INDIANA JONES AND THE LAST CRUSADE

I am writing in reply to the letter sent in by Simon Hurst requiring help on *Indiana Jones and the Last Crusade* in issue ten. Well here is the solution he requires.

Nic Smith, Lincoln

To get the wine bottle off the man and woman in the cafe, first try and take the bottle. The man will refuse to give it to you. Examine the bottle and Indy will realise that the wine was from a bad crop. Take the bottle again, the man now realises that the wine is from a bad year and will hand it over willingly. Take the bottle to the room with the pool of water and fill it with water. Next, go to the room near the 'pool of water' room where a skeleton is sat up against the wall. Examining this skeleton will reveal a hook, take this hook, and go to the room with the torch , pulling on the torch will have no effect since the torch is set in hard mud. This is where the bottle of water comes in handy, pour it over the mud to soften it. Pulling on the torch will now reveal a trap door, go right over the rock bridge and into the room beyond. Examining the walls will reveal an inscription of the Holy Grail. Go back to the room with the rock bridge. In the ceiling you will see a plug, put the hook in the plug, stand to the left of the hook and use your whip on it. The plug will come out as well as all the water from the pool above. Progress left until you see a ladder, climb the ladder which will bring you out in the room with the slab, you can now walk through the room where the pool once was.

CRUISE FOR A CORPSE

A gentleman from Leicestershire who goes by the name of Christopher Ewan could well turn out to be the man of the moment. Why?. Well, he has kindly sent in a complete solution to the excellent *Cruise For a Corpse*. For all of you amateur sleuths out there who are stuck, read on for every question you had will be answered.

Take the paper and unfold it. Read it. Go to the bar and show the paper to the barman. Read the prayer book. Take the letter and read it. Go to the smoking room and speak to Tom about Tom. Go to the deck to talk to Suzanne about Suzanne. Go to Daphne's cabin and open the door. Speak to Julio about Julio. Go to Fabiani's cabin and pull the suitcase on the left. Open it. Go to the dining room and speak to Fabiani about Fabiani. Go to the bar and speak to Suzanne about Julio. Go to the smoking room and take the paper. Go to Tom's cabin and speak about Suzanne and about Fabiani's suitcase. Go to Julio's cabin and speak to Julio about the friendship between Suzanne and Fabiani.

Go to the dining room and speak about Suzanne's invitation. Go to Raoul's cabin and take the small key. Go into Karaboudjan's office and unlock the writing desk. Examine the jewel box and its clasp/fastening. Take the thank-you letter. Go to the dining room and open the drawer. Examine the drawer and take the invitation cards.

Go to the deck (on the right) to observe Tom and Rebecca. Go to the laundry room and examine the laundry basket. Examine the necklace and the photo. Go in front of the mermaid and speak to Dick about Dick. Go to the



Playing Tips!

smoking room and speak to Tom about Agnes. Go to see Fabiani in his room — knock before entering. Speak to him about the thank-you letter.

Go to Julio's cabin and speak to him about the bell tower. Go to Suzanne's cabin and open the left wardrobe. Search the cosmetic case and take the prescription. Go to the the bar and take the glass and the bottle. Go to the upper deck and speak to Suzanne. Give her a drink. Speak to her about her prescription. Go to Hector's room and speak to him about Agnes' illness and her stay with Niklos.

Go to the smoking room and speak to Tom about the death of Agnes and her will. Go to the deck and look through the porthole of Rebecca's cabin. Go to Suzanne's room and open the right hand cupboard. Search the pile of laundry and take the envelope. Go to Fabiani's room (remembering to knock first) and open the cupboard and take the watch. Speak to Julio about the watch.

Go to the upper deck and speak to Rose about Rose. Now go to Rebecca's room and speak to her about Rebecca. Go to Daphne's room and speak to her about Rose. Now go to the bar and speak to Suzanne about Rose. Travel to the dining room and speak to Fabiani about Rose's sadness and about Raphael Lambert. Go to Niklos' office and speak to Hector about everything. Speak to him about Mercedes, mother of Daphne. Speak to Julio about the death of Niklos. Speak to Fabiani about the relationship between Daphne and Rebecca and Rebecca's character. Then speak to Hector about Daphne's mother.

Go to the upper deck and search Rose's bag. Talk to Rose about the gun advertisement. Go to Logan's room and open the wardrobe. Search the pile of clothes and take the letter. Go to the upper deck and throw the lifebelt. Now go to the laundry room and examine the pot/jar. Go to Suzanne's room and examine the music box. Insert the key, stop the ballerina and turn the key. Take the letter.

Go to the bar and take Daphne's bag. Go to Daphne's room and talk to her about Agnes' will. Go round the deck and talk to Rebecca, Daphne, Rose and Fabiani. Go to the bar or on the deck and speak to Suzanne about the relationship between Tom and Rebecca. Go in front of the mermaid and speak to Dick about the relationship between Tom and Rebecca and the plot. Go to Raoul's room and take the envelope you find on the ground.

Go to Hector's room but don't speak to Dick. Go to the kitchen and take the tin opener. Operate the hatch/trapdoor. Take the crowbar and use it on the plank. Take the spool of film. Use the crowbar on one of the cases. Take the tin and use the tin-opener on it. Go to the engine room and take the screwdriver.

Go to the smoking room and get out the projector. Put the reel of film on the projector and use the screwdriver on the screw. Operate the switch. Go out towards the mermaid. Go see Suzanne. Go to Ivan Muller's room and find the technical manual. Open it and look at the inscription (INCAL). Take the book and go to the study.

Examine the books and put them in order so they read INCAL. Enter the secret passage and fight or throw the bar of soap that you find in the toilets on the right. Search the Mafioso and take the puppet. Go to the smoking room and show the puppet to Daphne. Point out the guilty party and you've solved the crime (The guilty party is actually Dick).

There you have it — we've kept it simple so that you can (hopefully) follow it with few problems. Go get that dasterdly Dick!

leonardo

On the password screen enter your code as "FREIBERC" to be given infinite lives.

lotus turbo challenge 2

GREMLIN

In two player mode enter player one's name as "IN A BIG COUNTRY" and player two's as "FIELDS OF FIRE". Now you will always qualify.

body blows

TEAM 17

Using two joysticks, call up the option screen. Push the joystick in port one left and the joystick in port two right. Hold this for about six seconds to access a hidden options screen.

midwinter 2

KIXX

To gain control of all 41 islands you only need to capture the islands of LOBOS, NDOLA, CAMARGO, DHAFIA, MAKAT, CAMARGO, GHAZAL, DJOUM, SATARA and SIKASSO.

man utd. europe

KRISALIS

Press left mouse button during the game to enter two-player mode, this makes the hardest team simple to beat.

storm master

To complete the game hold down ALT and CONTROL and click the mouse on the Joker at the council of seven.

railroad tycoon

Enter the F1 screen and press SHIFT and 4 to gain $ 500,000. You must stop at thirty two million dollars.

robocop

OCEAN

During the game, hold the shift key and type in "THE DIDY MEN". You can now press escape to skip to the next level. You must re-enter this on each level to make it re-activate.

crystals of aborea

Go to the main character screen and select Jarel and click on the bottled icon. Now press control and V to get full life points and special abilities.

hudson hawk

Pause the game and type in "SCIENCEFICTION" (no spaces) to gain infinite lives. Pressing delete during the game also allows you to skip levels.

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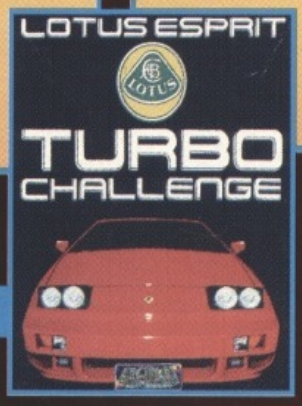
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LOTUS ESPRIT TURBO CHALLENGE

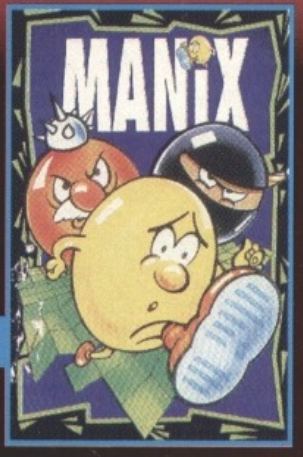
■ Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

THREEBIES!



SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



MANIX

■ A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.

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IN NEXT MONTH'S AMIGA FORCE

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OUR CUP OVER FLOWETH

The Christmas issue will be crammed full of reviews, previews, play tests, maps, solutions, tips — just about everything that you could want from your favourite Amiga mag!

FINAL FRONTIERS

Frontier — Elite 2 is finally here! Millions of planets, vast areas of uncharted space and 82 missions all feature in this long-awaited sequel. Days off are being planned just to enjoy this one — don't miss the definitive review!

GET NUTTY!

Ocean's latest hero is a squirrel by the name of Mr. Nutz. Is this the platform adventure that the Amiga has been waiting for? Hopefully, all should be revealed in the next issue!

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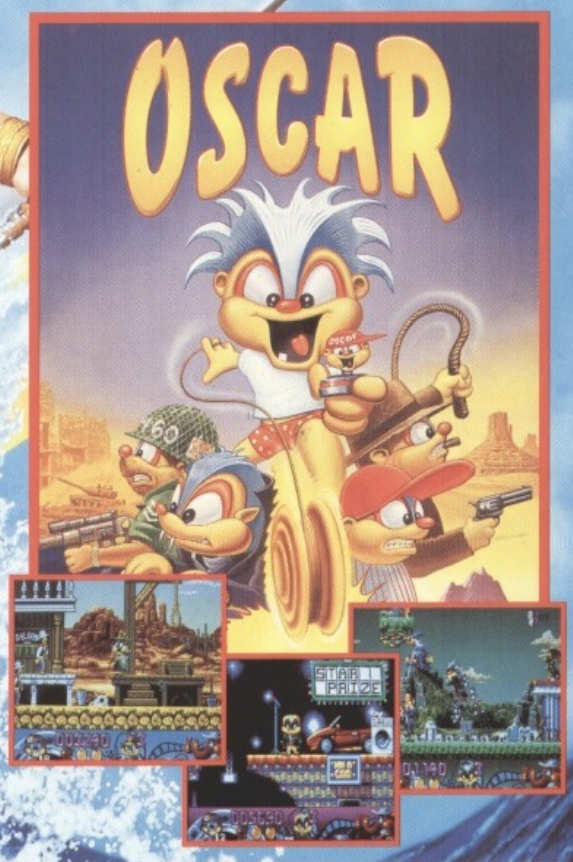
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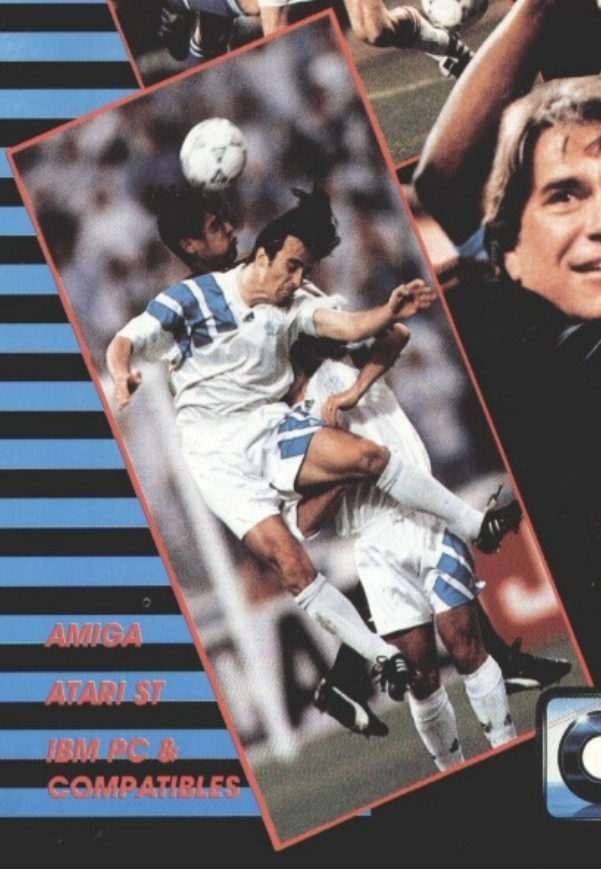
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